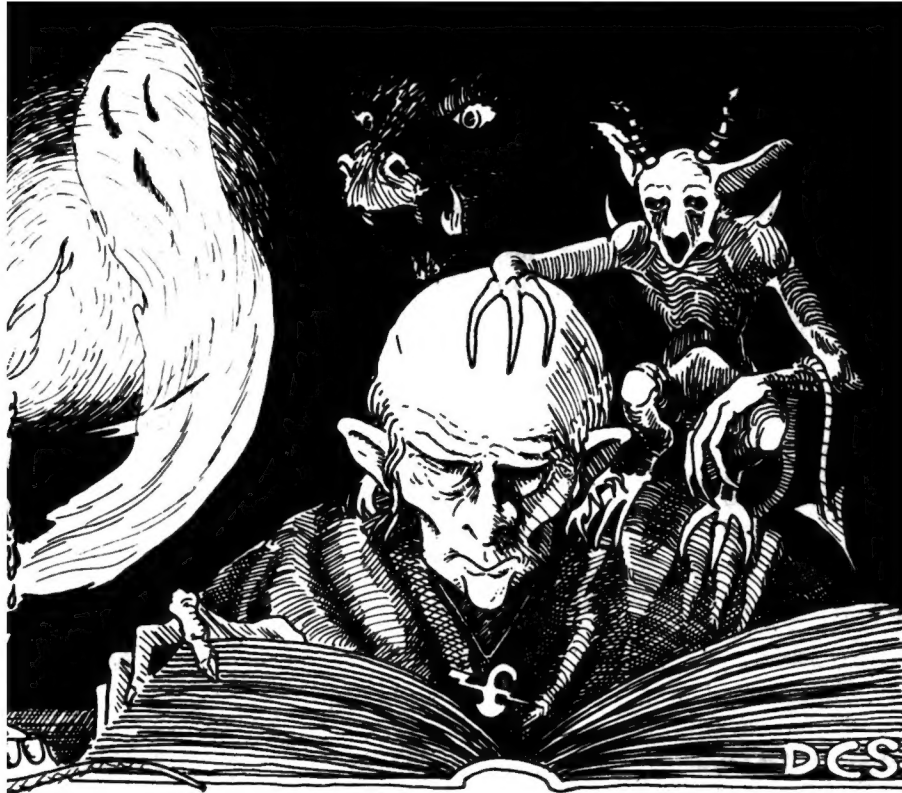


FOR USE WITH

2303

ADVANCED DUNGEONS & DRAGONS

by Gary Gygax



BOOK OF FINITE SPELLS

SPECIAL REFERENCE WORK

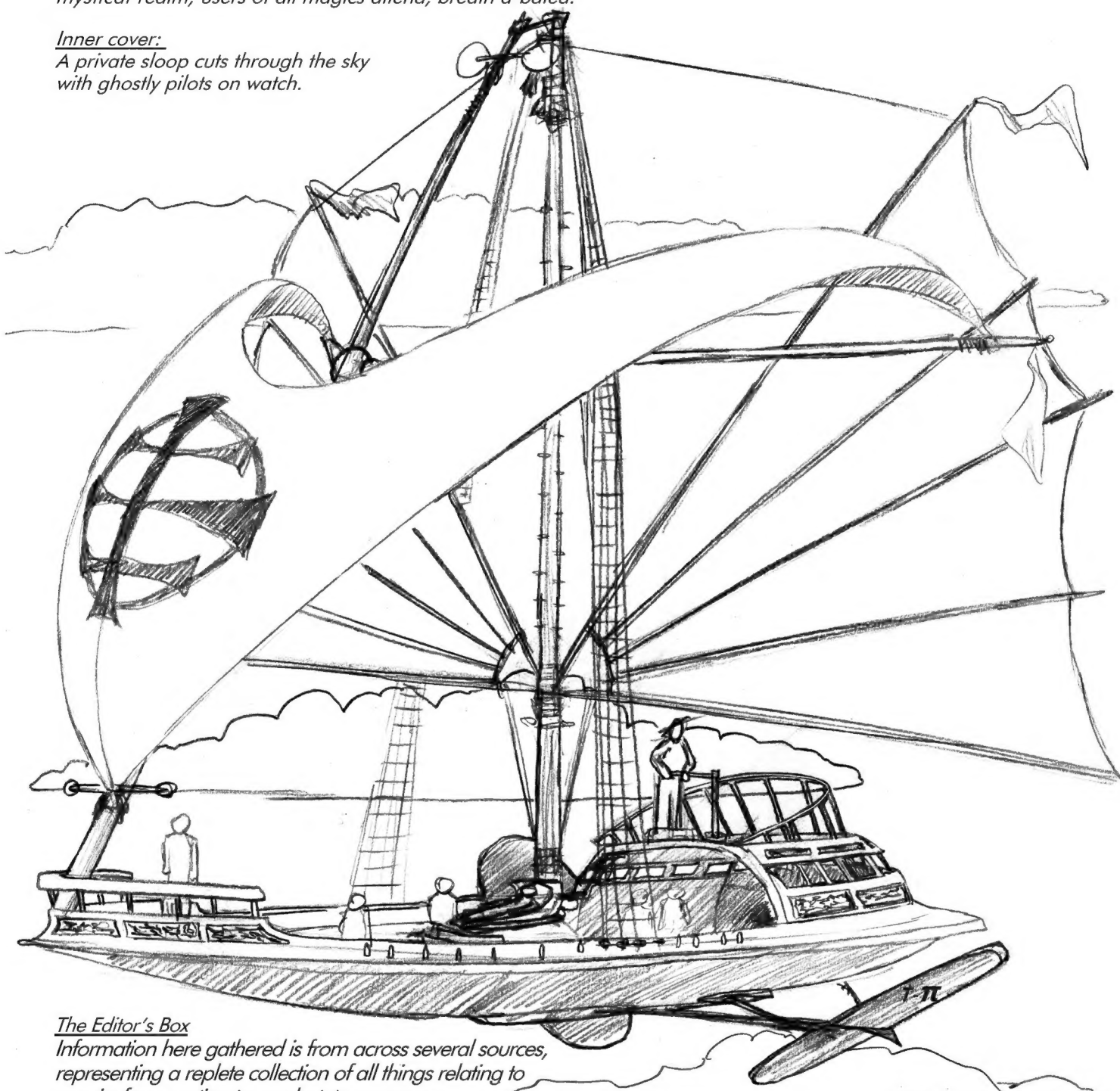
A COMPILED VOLUME OF INFORMATION FOR PLAYERS OF
ADVANCED DUNGEONS & DRAGONS, INCLUDING:
ALL SPELLS AND DESCRIPTIONS FROM THE
PLAYERS HANDBOOK, UNEARTHED ARCANA, DUNGEON MASTERS GUIDE,
GREYHAWK ADVENTURES AND VARIOUS **DRAGON MAGAZINE** ARTICLES.

On the cover:

Whether new morsal of wisdom from on high
or ancient insight gained into the workings of the
mystical realm; users of all magics attend, breath a-bated.

Inner cover:

A private sloop cuts through the sky
with ghostly pilots on watch.



The Editor's Box

Information here gathered is from across several sources,
representing a replete collection of all things relating to
magic; from casting to combat, to processes
for various enchantments and fabrications.

As with all matters in AD&D,
it is your Dungeon Master who is
final arbiter to what is and what is not in your
game world and what it is that your character does
or would know and what remains unknown mystery.

As a Player, know the rules.
As a Character, embrace the mystery!

-PhantForce

Dedicated to my buddy, Ham McGucker, who donated his
Handbook and Arcana to me for compilation around 1986
-only to have 2nd edition release, mooting my project!
Until today...
Thanks, Ham!

Additional Artwork courtesy of
©2023 T-PI. All rights reserved.

CONTENTS

Spell Mechanics		Spell Descriptions (Cont'd)	
Spell Casting.....	4	Druid Level 1.....	56
Acquisition of		Level 2.....	58
Cleric & Druid Spells.....	4	Level 3.....	61
Magic User Spells.....	5	Level 4.....	63
Illusionist Spells.....	6	Level 5.....	65
Spells Beyond those at start	6	Level 6.....	66
Spell Combat.....	7	Level 7.....	68
Recovery of Spells	8		
Costs of Spell Casting.....	8	Magic-User Cantrips.....	70
Spell Books		Level 1.....	78
Magic User.....	8	Level 2.....	84
Types of Books.....	8	Level 3.....	90
Physical Aspects.....	8	Level 4.....	94
Value of.....	9	Level 5.....	99
Cost of.....	9	Level 6.....	105
Illusionist Spell Books.....	9	Level 7.....	111
Casting from Spell Books.....	9	Level 8.....	116
Spell Research	10	Level 9.....	120
Creating Holy/Unholy Water	11		
Fabrication of Potions and Scrolls	12	Illusionist Cantrips.....	124
Other Magic Items	13	Level 1.....	125
Non-Standard Items.....	14	Level 2.....	127
Under duress.....	14	Level 3.....	129
Command Words.....	14	Level 4.....	130
Dragon, "Delving into Research".....	15	Level 5.....	133
"It's a Material World".....	21	Level 6.....	134
Spell Tables		Level 7.....	136
Cleric.....	28	Spell Books of Greyhawk	
Druid.....	29	Bigby.....	138
Magic User.....	30	Drawmij.....	141
Illusionist.....	31	Mordy.....	144
Spell Descriptions		Nystul.....	146
Cleric		Otiluke.....	149
Cantrips.....	32	Otto.....	152
Level 1	34	Rary	154
Level 2	38	Tenser.....	156
Level 3	42	Orantia.....	158
Level 4	45	Master Spell List	161
Level 5	48	"Name that NPC" Quiz Answers.....	162
Level 6	51	Bibliography	164
Level 7	53	Player Reference Sheets	166

TABLES AND CHARTS

Ability Adjustments,	Exceptional Intelligence	29	Spell Descriptions, Continued		Spell Books of Greyhawk			
	Exceptional Wisdom	29	Druid		Bigby's	Besieging Bolt	140	
	Intelligence	31		Call Woodland Beings	63	Nystul's	Grue Conjunction	147
	Wisdom	28		Ceremony	56		Radiant Arch	145
Books,	List of	17		Charm Person/Mammal	59		Radiant Baton	147
	Purchase of	16		Confusion	69	Otiluke's	Excruciating Screen	151
	Special	19		Feeblemind	67		Radiant Screen	150
Magic Shop		21		Heat Metal	60	Otto's	Tin Soldiers	153
Potions,	Suggested Ingredients	12		Pass Plant	65	Tenser's	Giant Strength	157
Receptacles,	Holy/Unholy Water	11		Reincarnation	70	Various Reference Sheets*		166
Scrolls,	Manufacture of	13	Illusionist					
	Ink	13		Chromatic Orb	125			
Spells,	Acquisition of Cleric/Druidic	4		Emotion	131			
	Acquisition of Illusionist	6		First Level Magic-User	137			
	Acquisition of Magic User	5		Phantasmal Killer	132			
	Gems used	22		Prismatic Spray	136			
	Material Components	23		Phantom Steed	130			
	Mistletoe	56	Magic-User					
	Recovery of	8		Bigby's Clenched Fist	116			
	Research, Basic cost	15		Bigby's Crushing Hand	120			
	Tables, Cleric	28		Charm Monster	94			
	Tables, Druid	29		Conjure Elemental	100			
	Tables, Illusionist	31		Contact Other Plane	100			
	Tables, Greyhawk	161		Death Spell	106			
	Tables, Magic-User	30		Find Familiar	79			
	Usable, Cleric	28		Guards and Wards	108			
	Usable, Druid	28		Magic Jar	103			
	Usable, Illusionist	31		Maze	118			
	Usable, Magic-User	31		Teleport	104			
	Usable, Paladin	29		Permanency	118			
	Usable, Ranger	29		Polymorph Any Object	119			
Spell Descriptions,				Prismatic Sphere	122			
Cleric				Reincarnation	110			
	Ceremony	34		Sleep	83			
	Control Weather	53		Strength	88			
	Earthquake	54		Serten's Spell Immunity	119			
	Holy/Unholy Ward	54		Symbol	120			
	Rainbow	50		Truename	115			
	Speak with Dead	45						
	Symbol	55						

Last note:
You'll notice a number of empty boxes throughout this book. These indicate 'holes' in the layout which are typically filled with artwork.

I can't generate that much that fast, so here's a taste of page layout without the fluff of 'artistic fillers & additives'.

Last note:
You'll notice a number of empty boxes throughout this book. These indicate 'holes' in the layout which are typically filled with artwork.

I can't generate that much that fast, so here's a taste of page layout without the fluff of 'artistic fillers & additives'.

SPELL CASTING

The casting of spells during the course of an adventure will be discussed at length hereafter in the section of this book which deals with all aspects of an expedition into underground or outdoors settings.

Each character able to cast spells can remember only a certain number at any given level. (This number can be modified by magical means.) Once a spell is cast, *that particular spell* is wiped from the mind, forgotten, but another spell of the same type can still be remembered, i.e. the spell caster can have several of the same spell memorized and prepared for, within the number limits for his or her particular class and level.

Most spells can be cast during the course of a single melee round, although some — particularly high level ones — require more time. Casting a spell requires certain actions, and if these are interrupted, the spell cannot be cast and it is lost from memory. A good example of this is a magic-user about to cast a *fireball* spell being struck by an arrow when in the midst of the spell. Magical silence or physical gagging will prevent verbal (V) spell completion. Magical immobility prevents any spell casting. Physical restraint, including grappling, grasping, binding, etc. prevents proper somatic (S) spell completion, for gestures must be exact and movements free and as prescribed. Despite these restrictions, there is no doubt that spells in general are potent offensive and defensive weapons, providing the caster does not hesitate, i.e. he or she must know which spell is being cast when the melee round begins.

As each spell is cast, it is crossed off the character's list of spells memorized for that particular expedition. The same is true for any material components which are required for the spell cast; the component(s) must be ready and then crossed off as expended.

The casting of spells, clerical and magical, is a very important aspect of play. Most spells have a verbal component, and so must be uttered. Most spells also have a somatic (movement of the caster's body, such as gesturing) component. Some spells have a third component, that of material.

Clerical spells, including the druidic, are bestowed by the gods, so that the cleric need but pray for a few hours and the desired verbal and somatic spell components will be placed properly in his or her mind. First, second, third, and even fourth level spells are granted to the cleric through meditation and devout prayer. This spell giving is accomplished by the lesser servants of the cleric's deity. Fifth, sixth, and seventh level spells can be given to the cleric ONLY by the cleric's deity directly, not through some intermediary source. Note that the cleric might well be judged by his or her deity at such time, as the cleric must supplicate the deity for the granting of these spells. While the deity may grant such spells full willingly, a deed, or sacrifice, atonement or abasement may be required. The deity might also ignore a specific spell request and give the cleric some other spell (or none at all). Your Dungeon Master will handle this considering a cleric's alignment and faithfulness to it and his or her deity. Note that some cleric spells (and all druid spells) also require material ingredients in order for the desired effect to take place. Such components must be supplied by the cleric (or druid), as material is not bestowed.

Magical spells, those of the magic-user and illusionist, are not bestowed by any supernatural force. Rather, the magic-user (or illusionist) must memorize each spell, verbal and somatic components, and supply himself or herself with any required materials as well. Such memorization requires the character to consult his or her spell books in order to impress the potent, mystical spell formulae upon the mind. Additional items for the material component must then be acquired, if necessary.

Spells of any sort must therefore be selected prior to setting out on an adventure, for memorization requires considerable time. (Your Dungeon Master will inform you fully as to what state of refreshment the mind of a spell caster must be in, as well as the time required to memorize a given spell.) As a rule of thumb, allow 15 minutes of game time for memorization of one spell level, i.e. a 1st level spell or half of a 2nd level spell. Such activity requires a mind rested by a good sleep and nourished by the body.

Once cast, a spell is totally forgotten. Gone. The mystical symbols impressed upon the brain carry power, and speaking the spell discharges this power, draining all memory of the spell used. This does not preclude multiple memorization of the same spell, but it does preclude multiple use of a single spell memorized but once. When a spell caster shoots his or her spell-bolt, so to speak, it is gone.

All magic and cleric spells are similar in that the word sounds, when combined into whatever patterns are applicable, are charged with energy from the Positive or Negative Material Plane. When uttered, these sounds cause the release of this energy, which in turn triggers a set reaction. The release of the energy contained in these words is what causes the spell to be forgotten or the writing to disappear from the surface upon which it is written.

The triggering action draws power from some plane of the multiverse. Whether the spell is an abjuration, conjuration, alteration, enchantment, or whatever, there is a flow of energy — first from the spell caster, then from some plane to the area magicked or enspelled by the caster. The energy flow is not from the caster *per se*, it is from the utterance of the sounds, each of which is charged with energy which is loosed when the proper formula and/or ritual is completed with their utterance. This power then taps the desired plane (whether or not the spell user has any idea of what or where it is) to cause the spell to function. It is much like plugging in a heater; the electrical outlet does not hold all of the electrical energy to cause the heater to function, but the wires leading from it, ultimately to the power station, bring the electricity to the desired location.

Many spells also require somatic motions in conjunction with words. The spoken words trigger the release of the magical energy, and the hand movements are usually required in order to control and specify the direction, target, area, etc., of the spell effects. When spell energy is released, it usually flows to the Prime Material from the Positive or Negative Material Plane. To replace it, something must flow back in reverse. The dissolution and destruction of material components provides the energy that balances out this flow, through the principle of similarity. Sometimes this destruction is very slow, as is the case with druids' mistletoe. Those spells without apparent material components are actually utilizing the air exhaled by the magic-user in the utterance of the spell.

Release of word/sound-stored energy is not particularly debilitating to the spell caster, as he or she has gathered this energy over a course of time prior to the loosing of the power. It comes from outside the spell caster, not from his or her own vital essence. The power to activate even a first level spell would leave a spell caster weak and shaking if it were drawn from his or her personal energy, and a third level spell would most certainly totally drain the caster's body of life!

Because spells tap power from other planes, any improper casting is likely to cause the spell not to function (the heater is turned on, but you haven't plugged it in, or you've plugged it in but not turned it on) or to malfunction (you held onto the prongs of the plug when you tapped the current, or you accidentally dropped the heater as you were plugging it in, or perhaps you plugged in some other appliance or device by mistake). Such happenings are covered in the various chances for spell malfunction. If your players inquire as to how spells work, or fail to do so, you can explain, without difficulty, the precepts of the **AD&D** magic spell systems. (For background reading you can direct campaign participants to Vance's **THE EYES OF THE OVERWORLD** and **THE DYING EARTH** as well as to Bellair's **THE FACE IN THE FROST**.)

Scroll Spells: Use of scroll spells is similar to the casting of normal (memorized) spells. They too disappear when read off the scroll, for their magical properties and energies are bound up in the characters, runes, signs, sigils, and words written for the particular spell. Being written, the scroll spell requires no somatic or material components. The time required to cast (read) a scroll spell is exactly that shown for the memorized spell. Of course, this assumes the scroll is in hand and ready to read. In general, scroll spells will be 12th level as regards range and duration and area of effect. Notable variations occur in projectile attack spells (*magic missile*, *fireball*, *lightning bolt*) which have variable strength. Other information regarding scroll spells will be given by your Dungeon Master as the need arises.

DAY-TO-DAY ACQUISITION OF CLERIC SPELLS

It is well known to all experienced players that clerics, unlike magic-users, have their spells bestowed upon them by their respective deities. By meditation and prayer the clerics receive the specially empowered words which form the various spells possible for them — although as with the spells of magic-users, the utterance of any given set of key sounds not only causes the desired spell to take effect, but it likewise wipes the memory of the sounds from the mind of the utterer, as each set of sounds is an energy trigger (see **SPELL CASTING**). Of utmost importance, then, is the relationship between cleric and deity.

Each cleric must have his or her own deity, so when a new player opts to become a cleric (including a druid), you must inform them as to which deities exist in your campaign milieu and allow the individual to select which one of them he or she will serve. This will not necessarily establish the alignment of the cleric, so at the same time the cleric player character should also state his or her ethos (not necessarily to the other players). It is then assumed that prior to becoming a first level cleric, the player character received a course of instruction, served a novitiate, and has thoroughly read and committed to memory the teachings of and prayers to his or her chosen deity, so that the character is dedicated to this deity and is able to perform as a cleric thereof. *It is this background which enables the cleric character to use first level spells.*

Furthermore, continued service and activity on behalf of the player character's deity empower him or her to use second level spells as well, but thereafter another agency must be called upon.

Cleric spells of third, fourth, and fifth level are obtained through the aid of supernatural servants of the cleric's deity. That is, through meditation and prayer, the cleric's needs are understood and the proper spells are given to him or her by the minions of the deity.

Cleric spells of sixth and seventh level are granted by direct communication from the deity itself. There is no intermediary in this case, and the cleric has a direct channel to the deity, from whom he or she receives the special power to cast the given spells of these levels.

Lesser clerics, then, draw only upon their education, training, and experience to gain spells, just as higher clerics do when they renew their first and second level spells. In order to gain third, fourth, and fifth level spells, however, higher clerics must reach intermediaries of their respective deities in order to have these powers bestowed upon them from the plane of their deity. When clerics become very great, they must petition their deity personally in order to receive the powerful words which enable the casting of sixth and seventh level cleric spells. It is obvious, therefore, that clerics wishing to use third or higher level spells must be in good standing.

If they have not been faithful to their teachings, followed the aims of their deity, contributed freely to the cause, and otherwise acted according to the tenets of their faith, it becomes unlikely that they will receive intermediary aid unless they make proper atonement and sacrifice. There can be no question that such clerics must be absolutely exemplary in their activities, expressions, and attitudes if they dare to contact their deity directly!

In the former case, where the unfaithful cleric desires third through fifth level spells, the minions (angels, demi-gods, or whatever) will be likely to require the cleric to spend 2-8 days in prayer, fasting, and contemplation of his or her transgressions, making whatever sacrifices and atonement are necessary thereafter, before freely granting those powers once again. Sacrifice and atonement will probably be left to the discretion of the cleric, and it is possible that the minions of the deity will empower him or her with spells to complete these steps, but the cleric had better do the correct thing, or face the consequences.

In the latter case, where the unfaithful cleric desires spells above the fifth level, the deity is certainly going to be highly displeased and absolute. The deity (you, the DM) will point out all of the transgressions, state a course of action which must be followed to regain good graces, grant the spells which the deity deems are necessary to complete the course (but never in excess of those which the cleric could normally use!), and pronounce anathema upon the cleric until satisfactory redemption has been made — i.e., the cleric can not again call upon any help from his or her deity, or its minions, until he or she has regained favor through a course prescribed by the deity.

A cleric who, at this or any juncture, changes deities is going to have a difficult time. His or her former deity will mark the cleric. The new deity (and associated minions) will be suspicious. Once a cleric changes deities, he or she must thereafter be absolutely true to the new calling, or he or she will be snuffed out by some godlike means. It is 90% unlikely that the cleric's first deity will accept him or her back into the fold after falling away, unless some special redemptive agency is involved. There is no salvation for a thrice-changed cleric; he or she is instantly killed. Any change of alignment which causes such a deity change is applicable, unless the change is involuntary. (See **CHANGING ALIGNMENT**.)

Note that the above applies to paladins with respect to their clerical spell powers and to rangers with respect to their druidic clerical spell powers.

ACQUISITION OF CANTRIPS, MAGIC-USERS

The number and types of cantrips known and recorded is determined by random use of the tables on page 31 of this volume. The exception is the table of *useful* cantrips — those which are employed to make apprenticeship less wearisome. An apprentice has one *useful* cantrip for each point of intelligence, and is allowed free choice from the list of 20 offered. For the other five categories of magic-user cantrips, the number which may be known (selected at random) is as follows: *reversed*, 2-8; *legerdemain*, 2-5; *person-affecting*, 2-8; *personal*, 2-8; and *haunting-sound*, 2-5.

It is possible that an apprentice will have developed other cantrips over the course of his or her apprenticeship. The Dungeon Master must carefully review any proposed cantrip to determine if it is of suitable nature and power when compared to existing cantrips herein. In no event is it possible for any apprentice to have developed more than three new cantrips.

Since cantrips are magical, they must be read as would a spell. Likewise, to record one in a spell book or on a scroll, the same procedure is followed as in recording a spell.

ACQUISITION OF MAGIC-USER SPELLS

Inform those players who have opted for the magic-user profession that they have just completed a course of apprenticeship with a master who was of unthinkably high level (at least 6th!). Having been a relatively apt pupil, worked diligently, and made every effort to please, master (or mistress, as the case may be) was kind enough to prepare a special present for the character before he or she goes out into the world to seek his or her fortune. At this juncture request the player to ready a piece of paper which will go into his or her records as a permanent fixture. Instruct the player to entitle the page "FIRST LEVEL SPELLS KNOWN".

While the intelligence of the player character will dictate how many and which spells can be and are known, this knowledge is not automatic. Each and every spell, except those which "master" was generous enough to bestow upon the character, must be found somewhere and recorded in the character's spell books. Thus, if Redouleent the Prestidigitator, intelligence 15, has a repertoire of 7 spells and finds a scroll with yet another, there is a 65% chance that the spell can be understood by that worthy. If, in fact, it can be comprehended, Redouleent must then record the spell in his book (thus destroying that portion of the scroll, of course), and he is now the proud possessor of 8 first level spells — just 3 short of the maximum he'll be able to know.

Returning to the recently-completed apprenticeship, let us now consider the spells given to Redouleent by his wise old master. Obviously, an apprentice must know how to read magic to be of use to his master. It is also an absolute must to anyone following the profession of magic-user, so that spell is AUTOMATICALLY on each magic-user character's list of known spells. Then select by random means one spell each from the *offensive*, *defensive*, and *miscellaneous* categories listed below. Redouleent, or any other player character magic-user will then have a total of 4 — count them — 4 spells with which to seek his (or her) fortune!

Offensive Spells	Defensive Spells	Misc. Spells
1. Burning Hands	Affect Normal Fires	Comprehend Languages
2. Charm Person	Dancing Lights	Detect Magic
3. Enlarge	Feather Fall	Erase
4. Friends	Hold Portal	Find Familiar
5. Light	Jump	Identify
6. Magic Missile	Protection From Evil	Mending
7. Push	Shield	Message
8. Shocking Grasp	Spider Climb	Unseen Servant
9. Sleep	Ventriloquism	Write
0. (choose)	(choose)	(choose)

Choice should be left to the player. Note that both *Nystul's Magic Aura* and *Tenser's Floating Disc* must be located by the character; they can never be known at the start. If your campaign is particularly difficult, you may wish to allow choice automatically. You can furthermore allow an extra *defensive* or *miscellaneous* spell, so that the character begins with 5 spells.

ACQUISITION OF CANTRIPS, ILLUSIONISTS

Illusionists have available to them all of the cantrips that can be learned and employed by regular magic-users, although an illusionist's capacity for such minor magics is different in each category from that of a regular magic-user (see the list that follows). In addition, illusionists can learn and employ from 5-8 *minor illusion* cantrips, none of which are available to regular magic-users. Except where otherwise indicated, all properties pertaining to magic-user cantrips likewise apply to those employed by the illusionist class.

The number of magic-user cantrips available to illusionists in each category is as follows:

Useful cantrips: One per point of intelligence, up to intelligence minus 3; i.e., an illusionist with 18 intelligence can choose 15 *useful* cantrips from the magic-user list.

Reversed: 2-5 *Personal:* 2-5
Legerdemain: 3-6 *Haunting-sound:* 5-8
Person-affecting: 2-5

ACQUISITION OF ILLUSIONIST SPELLS

Illusionists begin with a limited book of spells, just as do regular magic-users. The spells available are divided into three groups; one from each group will be known by the beginning illusionist. The illusionist always has *read illusionist magic*. The spell groupings are:

Offensive Spells	Defensive Spells	Misc. Spells
1. <i>Color Spray</i>	<i>Audible Glamer</i>	<i>Change Self</i>
2. <i>Hypnotism</i>	<i>Darkness</i>	<i>Dancing Lights</i>
3. <i>Light</i>	<i>Gaze Reflection</i>	<i>Detect Illusion</i>
4. <i>Phantasmal Force</i>	<i>Wall of Fog</i>	<i>Detect Invisibility</i>
5. <i>Chromatic Orb</i>	<i>Phantom Armor</i>	(choose)
6. <i>Spook</i>	(choose)	(choose)*

* The DM has three options which can be used here:

- 1) allow an additional (5th) miscellaneous spell, or
- 2) allow re-selection of an offensive spell, this time by the player's choice rather than the die roll, or
- 3) simply assume that the roll means nothing more than choice of a miscellaneous spell, just as a roll of 5 does.

Spells from this work were added to the list of initial spells because of the limited number of illusionist spells originally given in the *Players Handbook*. You will note that this has not been done for magic-users of the original sort, since that class already has a sufficient number of spells to select from.

Acquisition of Illusionists' Spells

Illusionists do not need the spell *read magic* or anything like it in pursuit of their profession. All illusionist spell books and scrolls are written in a secret tongue which every apprentice learns from his or her mentor. This arcane and difficult language is common to all phantasmal magics, and is necessary for illusionistic conjuring. When an illusionist gains *read magic* at the 14th level (along with several other 1st level magic-user spells), this merely allows him or her to utilize magic-user scrolls that contain spells different from those on the illusionists' list.

When a 1st level illusionist receives his first level spell book from his master, it contains only three spells (*read magic* being unnecessary). The DM should require the player's character to roll a d12 on the table of 1st level illusionist spells, rolling three times and ignoring any rolls that result in duplication. If a DM feels his or her campaign is unusually difficult, he or she may allow the player to choose one or even two of these initial spells.



Spells Beyond Those At Start:

Naturally, magic-user player characters will do their utmost to acquire books of spells and scrolls in order to complete their own spell books. To those acquired, the magic-user will add 1 (and ONLY 1) spell when he or she actually gains an experience level (q.v.). Therefore, most will be frantically attempting to purchase or cozen spells from non-player character magic-users, or even from other player character magic-users.

How you handle NPC magic-users is of utmost importance. There is a special section of the rules regarding non-player characters, and you should follow the suggestions therein carefully. By doing so, players will find that their magic-user characters are unable to acquire new spells — at worst — or must pay so dearly for them in money, magic items, and quests that the game is hardly worth the candle. Of course they will pay the price nonetheless, and that will help you to maintain the campaign as fresh and challenging, as it will rid it of excess treasure and give player characters reason to adventure at the same time.

Superior players will certainly co-operate; thus, spells will in all probability be exchanged between PC magic-users to some extent. No special sanctions need be taken to prevent such exchange — although this co-operation should never be suggested or otherwise encouraged, either. The DM should leave this interaction strictly alone. This is NOT the case when PCs deal with NPC henchmen or hirelings. Non-player character hirelings or henchmen will ABSOLUTELY REFUSE to co-operate freely with player characters, even their own masters or mistresses. Again, this matter is dealt with separately under the section pertaining to the DM's role in operating henchmen and hirelings. As a general rule, they will require value plus a bonus when dealing with their liege. If they will deal with other PCs (or NPCs) at all, they will require double value plus a considerable bonus. For example, Thigru Thorkisen, Magician in the hire of Olaf Blue Cheeks, a 10th level Lord, knows the spell, *suggestion*; and Olaf's associate, Halfdan the Necromancer, requests that he be allowed to copy this spell into his book of third level spells. If Olaf is willing, Halfdan can approach Thigru. If Halfdan has been at least civil to the magician, Thigru will ask nothing more than a third level spell in return, plus another spell, plus some minor magic item such as a set of three potions, a scroll of 3 spells, or perhaps a *ring of invisibility*. If Halfdan had formerly insulted the magician, then the price would be more dear; but supposing the necromancer had actually saved Thigru's life at one time, the cost would be reduced to but a spell exchange and a single potion or scroll of 1 spell.

Naturally, the personality of the henchman or hireling would modify the bargain to some extent. A very avaricious or greedy NPC would ask for more magic items and/or gold too. As a good DM you will have developed the character of each henchman and hireling to the extent that such determinations will be relatively easy.

Finally, the ramifications of spell scarcity are bound to aid your campaign, and not only with regard to excess treasure and magic items. A scroll of but a single spell becomes highly meaningful to the magic-users in the game, especially when it is of a spell heretofore unknown. The acquisition of a book of spells from someplace in the dungeons or wildernesses of the campaign is a benison beyond price! PC and NPC alike will take great pains to guard scrolls and spell books. Magic-users will haunt dusty libraries and peruse musty tomes in the hopes of glean- ing but a single incantation to add to their store of magic.





Spell Combat:

Unless combat is spell versus spell, many such attacks will happen near the end of a melee round. This is because the spell requires a relatively lengthy time to cast, generally longer as spell level increases, so high level spells may take over a full melee round to cast. Furthermore, if the spell caster is struck, grabbed, or magically attacked (and fails to make the requisite saving throw — explained later), the spell will be spoiled and fail. Spell combat includes cleric and magic-user, as well as monster-oriented spells. Curative spells are handled likewise.

Once cast, a spell is totally forgotten. Gone. The mystical symbols impressed upon the brain carry power, and speaking the spell discharges this power, draining all memory of the spell used. This does not preclude multiple memorization of the same spell, but it does preclude multiple use of a single spell memorized but once. When a spell caster shoots his or her spell-bolt, so to speak, it is gone.

As previously shown in the **CHARACTER CLASSES** section, the number of spells usable by a character depend upon class and level. Details of spell casting are given later in the section on combat (q.v.).

The nature and components of the various spells are given in the section immediately after the spell tables. These spell descriptions also contain such information as is pertinent, i.e. range, duration, effect, etc. Your Dungeon Master may add to or delete from a spell(s) and may even add or delete entire spells. He will inform you of these changes prior to selecting spells or when new spells become available to your character.

Material components for spells are assumed to be kept in little pockets, stored in the folds and small pockets of the spell caster's garb. Of course, some materials are too bulky, and in these cases the materials must be accounted for carefully. Also, some materials are rare, and these must be found and acquired by the spell user.

Special cases which pertain to each class of spell-using character type will be noted before each set of spell explanations.

Each spell is presented here in exactly the same format. The spell is first identified by name and type of magic it involves. Thereafter its level, range (distance it can be cast), duration, area of effect, components, casting time, and saving throw are shown. Finally, an explanation of the spell and a description of its effects are given in some detail.

Range is shown in inches (See **DISTANCE**) or as "touch", which indicates the caster must physically contact the recipient of the spell with his or her hand.

Duration is given as number of turns, rounds, or simply "instantaneous", as in the case of a lightning bolt which lasts only a brief moment. (See **TIME**.)

Area of Effect shows how large an area the spell covers, or how many persons or creatures it will affect.

Components, as previously mentioned, are verbal (V), somatic (S), and/or material (M). This indicates which are part of the spell.

Casting Time shows the number of melee rounds, or segments of a melee round, required to cast the spell. Remember that there are 10 segments to a melee round, 10 melee rounds to a turn. Some spells require additional time and preparation.

Saving Throw tells whether a saving throw is possible, and if it is possible, whether success negates (neg.) the spell or reduces its effects by 50% (½).

SPELL CASTING DURING MELEE

These functions are fully detailed in **PLAYERS HANDBOOK**. Their commencement is dictated by initiative determination as with other attack forms, but their culmination is subject to the stated casting time. Both commencement and/or completion can occur simultaneously with missile discharge, magical device attacks, and/or turning undead. Being struck by something during casting will spoil the spell.

Spell-casters will always insist that they are able to use their powers during combat melee. The DM must adjudicate the success of such use. Consider this: The somatic (movement) portions of a spell must be begun and completed without interruption in a clean, smooth motion. The spell as a whole must be continuous and uninterrupted from beginning to end. Once interrupted, for any reason whatsoever, the spell is spoiled and lost (just as if used). Spells cannot be cast while violently moving — such as running, dodging a blow, or even walking normally. They are interrupted by a successful hit — be it blow, missile, or appropriate spell (not saved against or saveable against).

Thus, casting a spell requires that a figure be relatively motionless and concentrating on the effort during the entire course of uninterrupted casting. For example, a magic-user casting a *fireball* must be in sight of the intended area of effect during the course of the spell (although an associate could be there to open a door intervening between caster and target area at an appropriate time — provided the timing was correct, of course). The caster cannot begin a spell, interrupt it just prior to completion, run to a different area, and then complete the spell; interruption instantly cancels it. Unless a spell has no somatic components, the caster cannot be crouching, let alone prone, during casting.

It can thus be understood that spell casting during a melee can be a tricky business, for a mere shove at any time can spoil the dwomeer! Any spell can be attempted, but success is likely to be uncertain. Use the following procedure for spells cast during melee:

1. Spell casters must note what spell they intend to cast at the beginning of each round prior to any knowledge of which side has initiative.
2. Attacks directed at spell casters will come on that segment of the round shown on the opponent's or on their own side's initiative die, whichever is applicable. (If the spell caster's side won the initiative with a roll of 5, the attack must come then, not on the opponent's losing roll of 4 or less.) Thus, all such attacks will occur on the 1st-6th segments of the round.
3. Intelligent monsters able to recognize the danger of spells will direct attacks against spell casters if not engaged by other opponents so as to be prevented from so doing.
4. The spell caster cannot use his or her dexterity bonus to avoid being hit during spell casting; doing so interrupts the spell.
5. Any successful attack, or non-saved-against attack upon the spell caster interrupts the spell.

Because spell casting will be so difficult, most magic-users and clerics will opt to use magical devices whenever possible in melee, if they are wise.

SPELL MECHANICS, RECOVERY, COSTS AND SPELL BOOKS

RECOVERY OF SPELLS

Spell recovery, whether cleric/druid or magic-user/illusionist, requires about the same period of time. In order to pray and meditate for a new spell to replace one used, or in order to study and memorize such a spell, it is necessary that the spell-user rest and revitalize his or her mental faculties. Whether one or more spells are to be regained, the minimum time required for complete rest (usually sleep) is that required for the highest spell to be recovered. Minimum rest periods are shown below:

SPELL LEVEL	1 - 2	3 - 4	5 - 6	7 - 8	9
Rest Time	4 hours	6 hours	8 hours	10 hours	12 hours

Thus, if a cleric or magic-user needs only memorize first or second level spells, he or she need only sleep for 4 hours and will then be able to memorize or regain as many such spells as he or she is normally entitled to. On the other hand, if the character in question also wished to include a seventh level spell, rest time would be 10 full hours, even though but a single seventh level spell were to be thus regained, while half a dozen second level spells were also to be regained.

Once rested, an additional one-quarter hour per level of spell must be spent in study/prayer and meditation in order to memorize/acquire the ability to cast each spell.

COST OF MAGIC-USER/ILLUSIONIST SPELL CASTING

While the cost of having a cleric cast needed spells is reasonably well detailed in the *Dungeon Masters Guide*, the cost of magic-user or illusionist spell casting was neglected. Rather than giving an extensive list of spells and costs, the following set of guidelines is provided to enable the DM to determine a "reasonable" fee for any spell.

Basic costs: A willing magic-user or illusionist will typically work for a fee of 200 gp per spell level. Double the material component(s), or, material components of at least such value as substitutions, is also part of the basic fee.

Additional costs: Failure to furnish the material component(s) of a spell which has components of ordinary sort will incur a surcharge of 100% or three times the value of the component(s), whichever is greater. Failure to furnish any extraordinary component(s) that may be needed brings a surcharge of 100% of the casting cost or three times the value of the component(s), whichever is greater. Spells which place the caster in danger (including such castings as *identify*, which causes a temporary drop in constitution of the caster) require at least a double fee, and guarantees will be required as well. Spells which age the caster will be cast only if a counter to such aging is awarded prior to spell casting, unless the amount of aging is insignificant to the caster. (A young elf will not be overly concerned about aging 5 years, although a fee of ten times normal might be charged!)

Magic item payment: A magic-user or illusionist will generally accept some item of magic in lieu of cash or like valuables. In such cases, the sale value of the item, adjusted downward by the general reaction of the spell caster to the individual requesting his or her services, is to be considered the base value of the item. The character and behavior of the NPC encountered will always be the purview of the DM. Such character or behavior will, naturally, often affect costs and fees.

Hostile spell casters: In general, a hostile spell caster will either charge at least double normal fees, or else he or she will simply refuse to cast any spell whatsoever — unless possibly bribed to do so with some magic item. Any spell caster of good alignment is quite unlikely to cast any spell for a character of evil alignment in any event. Again, adjudication of such events is the realm of the DM.

Spell casting under duress: Use the rules in the *Dungeon Masters Guide* for all magic-user and illusionist spell casting under threat, magical influence, etc.

MAGIC-USER SPELL BOOKS

General note: Most of the information in this section applies equally to spell books for illusionists as well as for magic-users. See the following section on illusionist spell books for those areas where particular differences exist.

When a magic-user completes his or her apprenticeship, it is assumed that he or she has one, or possibly two, spell books. A *Book of First Level Spells* will certainly be possessed, and there might be a *Book of Cantrips* as well. The latter depends upon the options of both the DM and the concerned player. The following applies to all spell books.

Types of spell books

There are two kinds of spell books:

1. **Standard books**, each of which contains up to 36 cantrips, up to 24 spells of 1st-3rd level, up to 16 spells of 4th-6th level, or up to 8 spells of 7th-9th level.
2. **Travelling books**, each of which contains at most one-fourth of the number of spells possible to be contained in a standard spell book — either nine cantrips; six spells of 1st, 2nd, and/or 3rd level; four spells of 4th, 5th, and/or 6th level; or two spells of 7th, 8th, and/or 9th level.

Physical aspects of standard books

A *standard spell book* is approximately 16 inches in height, 12 inches wide, and 6 inches thick. (The DM has leeway to reduce or enlarge this general size, although nothing smaller than 12x12x6 inches or larger than 18x12x9 inches is recommended.) The weight of a *standard* book of median size is 150 gold pieces (adjusted upward or downward for varying sizes). The encumbrance value of such a book is equal to three times its weight (450 gp or thereabouts), although it is correct to assume that a volume will fit within an otherwise empty backpack or large sack.

The cover of a *standard* book is typically heavy leather — dragon hide or something similar — inlaid with metal so as to provide both extra durability and a means to close and secure the book. Vellum pages are sewn together and secured to a fine, supple leather spine backing. Pages are secured additionally by fine leather front and back pieces. It is also usual for such a tome to have vellum stubs at intervals for insertion of additional pages, although this by no means allows for any increase or change in the number and types of spells the book can contain.

Notwithstanding any special protections placed thereon, a *standard spell book* has a saving throw equal to that of "leather or book," and with +2 to dice rolls made to save against *acid*, *fireball*, *disintegration*, and *lightning* attacks.

Physical aspects of travelling books

A *travelling spell book* is approximately 12 inches tall, 6 inches wide, and 1 inch thick; 9x9x1 is likewise a good working size. The weight of such a book is approximately 30 gold pieces, and encumbrance roughly 60 gp. Five such books will fit within a backpack, twice that number in a large sack.

The cover of a *travelling spell book* is strong, supple leather, such as that from a giant cobra. The hand-sewn leaves of parchment are carefully secured to a fine leather backing and glued to the spine. The whole is further secured by front and back pieces of vellum. A small lock or leather ties are typically used to secure the whole. Pages are very thin and fragile, so great care must be taken to protect the book when it is in use.

Notwithstanding any special protections placed thereon, a *travelling spell book* has a saving throw equal to that of "leather or book," with no bonuses (as a *standard* book has) against certain forms of attack.

Value of spell books

A *standard spell book* has an Experience Point Value of 500 points per spell level contained therein (again, considering cantrips as 1st-level spells), and a Gold Piece Sale Value of 1,000 gp per spell level (applies to all spells, including cantrips). As with any other magical items acquired, spell books must either be sold immediately or else the x.p. value taken. This holds true regardless of whether or not any tome is eventually sold. Thus, a spell book cannot be kept while a particular spell or spells are transcribed, and then the work sold for the Gold Piece Sale Value and the proceeds taken toward experience points.

Cost of spell books

A *standard spell book* costs 1,000 gp for materials, plus an additional 100 gp per spell level for each spell contained therein. (For this determination and all other similar ones, consider cantrips as 1st-level spells.) The cost of a new magic-user's or illusionist's initial book or books is assumed to be borne by the new spell caster's former master, so the fledgling spell caster will have one or two spell books at no cost to him or her. Books which are prepared later in a magic-user's career (having higher spell-level capacity than "beginning" books) are not supplied by the character's master, but must be composed by the character in question as part of his or her training when the spell caster is trying to rise to a higher experience level. This composition will take from 4-7 weeks for each new *standard* book; the book is composed during and after the time when other training exercises are taking place.

These same costs/prices apply when such a book is being manufactured and composed: Any *standard spell book* requires a 1,000 gp investment for materials, plus 100 gp per level for each spell entered within the book, payable when a magic-user adds a new spell to his or her repertoire. (Entering a 1st-level spell costs 100 gp, a 2nd-level spell costs 200 gp, etc.)

A *travelling spell book* costs 500 gold pieces for materials. The cost of each spell contained within such a book is the same as the cost for entering a spell in a *standard* book. All *travelling spell books* must be fabricated by the magic-user, or otherwise discovered as treasure by the magic-user or his or her associates. A player character cannot automatically possess a *travelling spell book* at the beginning of his or her career.

ILLUSIONIST SPELL BOOKS

Illusionist spell books are the same as those of regular magic-users, with the following exceptions:

1. *Standard spell books* contain either 24 spells of 1st or 2nd level, 16 spells of 3rd or 4th level, or 8 spells of 5th, 6th, or 7th level. If 1st-level magic-user spells are known and used by the illusionist, he or she must have a new spell book for such spells; this tome is essentially a *standard* work for first level containing up to 24 spells.

2. *Travelling spell books* hold 6 spells of 1st or 2nd level, 4 spells of 3rd or 4th level, or but 2 spells of 5th, 6th, or 7th level.

For additional security, illusionists may opt to do their spell books using *illusionary script*, which would only be recognizable as such by another illusionist. A magic-user may not learn a spell from an illusionist spell book (and vice versa) even if the illusionist spell in question is the same in name (and perhaps other respects) as a magic-user spell. The magical forces released by the casting of "namesake" spells are similar to one another, but the way in which that magic is triggered differs from class to class.

Casting spells directly from books

In extremis, the DM may allow a magic-user to cast a spell directly from any sort of spell book just as if the book were a scroll. The book must be of appropriate sort so that the spell matches the profession of the caster, i.e. magic-user spell, magic-user spell book. The caster must be able to know *and* use the spell in question. (Note that in this regard, reading directly from a spell book differs from the use of scroll spells.)

Direct casting of a spell from a spell book automatically destroys that spell. There is also a 1% chance per level of the spell that the spells immediately preceding and following the spell cast will likewise be destroyed. There is an additional 1% chance that the casting of a spell directly from a spell book will destroy the entire book. A *permanency* spell, for instance, would not prevent a spell from "disappearing" when cast in this manner; even though writing might remain on the page, that writing will no longer be magical in nature. These strictures apply whether a spell caster is using his or her personal book or the book of another. *Read magic* is required for one magic-user to read another magic-user's spell book, and a magic-user can learn a spell by reading it from another's book. This learning process requires 2-8 hours of study per level of the spell, after which time the spell is learned and thereby immediately usable by the magic-user who did the studying.



SPELL RESEARCH

Whether from the desire to create a new spell or from dissatisfaction with a lack of power, it is certain that the magic-users in your campaign will eventually get around to inquiring about the procedures necessary to research and create a spell. Whether the spell is new or a listed spell which the character has been unable to locate during the course of his or her adventuring, the process is nearly the same. First, you must determine two salient facts: Is the character of sufficient intelligence to "know" another spell of that level? Is the desired spell of a level which the character's ability allows? Success demands positive replies to both questions. However, regardless of any negative responses, information will not be passed to the inquirer, for he or she should be able to discover such obstacles without recourse to the DM, and failure to do so indicates a lack of good judgment on the character's part which will be evidenced by lack of success only after fruitless research.

Determination Of Spell Level: New spells might pose a small problem, as it will require some study on your part, but most of the burden can be shifted to the player. When desire to research a new spell is stated, inform the player that his or her character must carefully draft the details of the spell, i.e., you must have a typed copy of the spell in the same format as used in the **PLAYERS HANDBOOK**. Only when this is in your hands should you consider the power of the spell. Meanwhile do not discuss the matter with the player — at least as DM to player; it might be necessary to take the part of a sage and discuss the spell with the player character, for example, but that is entirely different. Once you have the details of the spell, compare and contrast it with and to existing spells in order to determine its level and any modifications and additions you find necessary in order to have it conform to "known" magic principles. Any super-powerful, absolute killer, or like spell must be thrown out immediately. Be certain to consider all of the ramifications of a spell and all of the descriptive wording, to weed out spells which give the user some extraordinary, undeserved, and/or unwarranted power. Anything better than the 9th level spells (7th level with respect to clerics) is in the category of impossible. Allow research, but it will always be useless.

Check the range, duration, area of effect, and saving throw in particular to see that the spell has limits and restrictions. You might well wish to place more rigid restrictions than are shown. Similarly you might add components and/or lengthen casting time. After analysis of the spell and adjustment of its parameters, you will be in a position to assign it a level. If the spell is a variation of an existing spell, with only minor differences, improvements, or extended effects, it will probably be only one level higher. If it is superior in two categories, place it two levels higher, and so forth. If it is a spell which is markedly different from all others, find the spell or spells which most closely resemble it, and then set its level according to the relative power of those covered in the book compared to the new spell. Spells with combination functions are at least equal in level to the sum of the spell functions *plus* a level, i.e., a spell which combined *audible glamer* with *phantasmal force* would be 6th level (a 2nd level plus a 3rd level plus 1 level for combining spells).

Cost Of Research: The basic cost for spell research is only 200 gold pieces per spell level per week. Note, however, that this assumes that the researcher has a laboratory (or shrine in the case of a cleric) and library at hand (built up in gaining levels of experience and whatever other reasons are applicable). To the base cost must be added a weekly variable of 100 to 400 gold pieces per level of the spell, the variable accounting for additional materials needed. If no library of materials is owned by the researcher, the base cost increases by a factor of 10 (2,000 gold pieces per spell level per week), the researcher being assumed to be acquiring arcane texts and scrolls, thus creating a library. The player must establish the amount to be spent, based on his or her appraisal of the level, *without assistance from the DM!*

Length Of Research: Initial preparations and research will consume a number of weeks equal to the level of the spell being researched. After this initial period, there exists a chance to achieve success, the chance being given weekly. Research therefore will always extend to a number of weeks equal to the level of the spell being researched plus 1, i.e., a 1st level spell will take a minimum of 2 weeks research. Research expense accrues each and every week. There is no limit to the extension of research, although practically, even minimal expenditure will result in successful research after the basic period plus 6 or so weeks on the average.

Conditions Under Which Spell Research Is Possible: It is absolutely mandatory for the researcher to be of sound mind and body and to have privacy and seclusion free from interruption during the course of his or her spell study. This necessity precludes any adventuring or general interaction during the period of research. It requires about 8 hours per day of work, and only an hour or two per day can be spent doing other things — instructing underlings, disbursing funds, etc. Any interruption of research will be a setback. Each day of such hiatus will cause 1 full week of lost time. Also, as noted above, a library must be at hand, and this means that either the researcher must have his or her own stronghold or highly private quarters, or obtain them prior to beginning the project. If a personal library is not possessed, the research must be carried on in or within one day's journey of a town or city in which the research materials can be obtained.

Research Materials: Acquisition of materials includes not only texts and scrolls, but also various components for the material needs of the spell. Written works cover the whole spectrum of knowledge, as the researcher must be aware of any and all aspects of the magic he or she wishes to use. Thus, works on history, geography, astrology, alchemy, etc. must be obtained.

Chance Of Success: The base chance of success is 10%, plus the intelligence score of the researcher (wisdom with respect to clerics), plus the level of the character researching the spell, minus twice the level of the spell being researched: $10\% + I + L - 2 \times \text{spell level} = \text{base chance for success}$. This base chance is modified upwards in 10% increments by doubling of maximum base cost per level of the spell (2,000 gold pieces). Thus, an expenditure of base cost + variable + 2,000 g.p. on a per spell level basis increases base chance from 10% to 20%, and 4,000 g.p. additional per spell level increases base chance from 10% to 30%, and so on, to a maximum base chance of 50% (expenditure of 8,000 gold pieces additional per spell level). Insufficient expenditure means a 0% success chance.

Determination Of Success: After the initial research period (equal to the level of the spell in weeks), find the base chance, adjust by intelligence, character level, and spell level, and secretly roll percentile dice. Any score greater than the percentage of success chance indicates a negative result. Continue to check for success each successive game week as long as research is uninterrupted and proper funding for the work continues. Remember, if a spell that is impossible for the character is being researched, this procedure remains constant, but there will NEVER be success, and the dice roll is simply frosting. (Eventually, even the most determined and least wise will begin to understand their aim is fruitless.)

Confidentiality Of New Spells: Once a player succeeds in researching a new spell, it is his or her character's alone. Only that character has the proper formula, and no mention of the spell should be made by you.

Additional Notes: There is no way that costs in money or time can be reduced. Likewise, conditions must be as set forth. Research materials must be obtained. It is possible to use another's facilities, but this will most certainly not reduce costs. Gathering a library assumes that the character is in a metropolitan area with libraries, booksellers, etc. from which copies can be obtained. If such is necessary, this must be done prior to the beginning of actual research, as it will take about one week per spell level to gather sufficient materials — the greater the level of the spell, the more esoteric and rare the tomes needed.



CREATION OF HOLY/UNHOLY WATER

Only clerics, excluding druids, are able to prepare holy water — or unholy water in the case of evil clerics. As a third level spell is involved, it requires a cleric of not less than 5th level of experience to manage to create such fluid. The process is as follows:

A specially *blessed/cursed* basin of fine workmanship and precious metal (copper, silver, electrum, gold, or platinum) must be fashioned for the cleric. This vessel must be engraved with the holy/unholy symbols of the cleric's deity or deities, and it must be within a special repository of finely crafted and carefully worked rare wood, with a base, pedestal, chest-like holder and lid — the whole being known as a font. The basin is placed within the font, and the cleric then casts the following spells in succession, while robed in formal vestments appropriate to his or her religious persuasion:

create water
purify food & drink (the water) or its reverse
bless or its reverse
chant (1 full turn)
prayer

The amount of water created depends upon the metal of the receptacle, and this is shown hereafter, along with suggested costs for the various parts of the font. Once created, the holy/unholy water cannot leave the font for more than a turn without losing its efficacy unless it is placed within specially *blessed/cursed* vials of crystal — either rock or special leaded glass. Each empty vial is worth 2-5 gold pieces.

Holy/Unholy Water Receptacles:

Metal	Capacity For Creation	Minimum-Maximum	
		Basin Cost	Font Cost
copper	6 vials	130 - 180 g.p.	200 g.p.
silver	10 vials	1900 - 2400 g.p.	500 g.p.
electrum	18 vials	8000 - 12000 g.p.	1000 g.p.
gold	32 vials	19000 - 22000 g.p.	1500 g.p.
platinum	50 vials	110000 - 200000 g.p.	2000 g.p.

You may allow combination metal vessels with capacity according to the composition, found by interpolation of the above capacity figures, i.e., a copper basin chased with silver and set with silver rim and handles would hold 8 vials and cost 50% of the copper vessel plus 50% of the silver vessel price. Fonts and basins must be designed and constructed on special order, the process taking 4-10 (2d4 + 2) weeks.

Capacities are designed for game purposes so as to limit supplies of holy/unholy water. They can be justified by the rationale that the deities find more precious metals more pleasing than those of less worth, so they are prone to grant more favor upon such offering vessels.

Limit Of Creation: Holy water or unholy water may be made but once per week. The ritual takes a full day of prayers and meditation, followed by the actual ritual, followed by a need for not less than 8 hours of rest and repose. Only one holy/unholy water font per religious edifice is possible, as deities look upon anything other as unworthy and excessive.

Defilement Of Fonts: If any non-believer *blesses/curses* an *unholy/holy* font, or uses less refined means such as excreting wastes into a font or basin, the whole is absolutely desecrated, defiled, and unfit. It must be smelted down and remade *in toto*. The cost will be 20% to 50% of the normal figures shown above, and the process will take from 4 to 6 weeks. Note that either method of defilement requires actual contact with the font and its vessel. Any *blessing* or *cursing* from a distance will be absolutely ineffectual and wasted. Relics might either defile by touch or prevent defilement by being encased within the font or receptacle, at your option.

Note Regarding The Drinking Of Holy Water:

Ingesting or bathing with holy water will have the beneficial effect of slowing the onset of lycanthropy or of becoming undead. For each vial so used, the process is slowed by from 1-4 turns. This time delay is to be secretly determined and noted.

FABRICATION OF MAGIC ITEMS, INCLUDING POTIONS AND SCROLLS

It is an obvious premise of the game that magic items are made somewhere by someone or something. A properly run campaign will be relatively stringent with respect to the number of available magic items, so your players will sooner or later express a desire to manufacture their own. *Do not tell them how this is to be accomplished!* In order to find out, they must consult with a sage (q.v.) or a high level character of the proper profession, the latter being detailed a bit hereafter.

Magic items are made by high level magic-users, except those items which are restricted to clerics and special racial items and books, artifacts and relics. Books (including tomes, librums and manuals), artifacts, and relics are of ancient manufacture, possibly from superior human or demi-human technology, perhaps of divine origin, thus books, artifacts, and relics cannot be made by players and come only from the Dungeon Master. Dwarven and elven manufactured items — the +3 dwarven war hammer, certain other magic axes and hammers, cloaks and boots of elvenkind, magic arrows, magic bows in some cases, and even some magic daggers and swords — are likewise beyond the ken of player characters of these races. Only very old, very intelligent and wise dwarves and elves who have attained maximum level advancement are able to properly forge, fashion, and/or make these items and have the appropriate magicks and spells to change them into special items — i.e., these items are likewise the precinct of the DM exclusively.

This still leaves an incredible range of magic items which player characters can aspire to manufacture. It is a sad fact, however, that these aspirations must be unsatisfied until the player character achieves a level of ability which is one greater than nominal highest level — high priest, druid, wizard, illusionist. That is, a player character must be at least an 11th level high priest, an archdruid, a 12th level wizard or an 11th level illusionist in order to manufacture magic items (except with respect to potions and scrolls, as will be discussed hereafter). Furthermore, a player character may manufacture only those items particular to his or her profession or items which are usable by professions not able to so make magic items only. Thus, a cleric is unable to fashion a wand usable by magic-users or illusionists, a magic-user cannot manufacture a clerical magic item, etc. There is a further prohibition upon clerics regarding the making of items which are prohibited to their profession or which are of opposite alignments; this restraint does not extend into the sphere of magic-users as a class. Thus, clerics cannot manufacture magic swords, though magic-users can.

Manufacture Of Potions:

Potions may be made by any magic-user of 7th level or above, if he or she enlists the aid of an alchemist (q.v.). At levels above the 11th, such assistance is no longer mandatory, although it will reduce the amount of money and time the player character must spend making the potion by 50% of the compounding/infusing time normally required, as the alchemist will be so employed instead.

In order to begin manufacture of a potion (and they may be made only one at a time), the magic-user must have a proper laboratory with fireplace, workbench, brazier, and several dozen alembics, flasks, dishes, mortar and pestle, basins, jugs, retorts, measuring devices, scales, and so forth! Such implements are not easily obtained, being found only at alchemical shops or produced upon special orders by stone masons, potters, glass blowers, etc. Initial outlay for the creation of a workshop, assuming that the place already has a fireplace, would cost between 200 and 1,000 g.p. This cost is based on the relative availability of the tradesmen and goods necessary to complete the work room and stock it properly. The DM may certainly require a greater expenditure if the campaign has inflation and/or shortages. In addition, upkeep of the laboratory requires a further monthly outlay of 10% of the total cost of the place, exclusive of any special provisions or protections, in order to stock basic fuel and supplies, replace broken equipment, and so on when the laboratory is in use. (**Note:** The place is always in use if the player character has an alchemist in his or her employ, for the alchemist will continually putter and experiment, always to no particular end, when not engaged in specific work for the magic-user.)

In order to avoid the length and complication of separate formulae for each type of potion, the following simple system is given. Both the cost in gold pieces and the days of compounding and infusing are determined by

use of the experience points award (as shown on the list of magic items) amounts. If no experience points are shown, then the potion has a 200 g.p. base for cost and time determination. The point award for a given potion is also the amount of gold pieces the magic-user must pay in order to concoct the basic formula — with rare herbs and spices and even more exotic ingredients. The number of days required to brew the potion is the same figure, each hundred or fraction thereof indicating one full day of compounding time to manufacture the liquid, i.e., 250 x.p. = 250 g.p. basic costs and 3 full days of time.

Most important to the manufacture of a potion is the substance of its power, the special ingredient. The list of potions and special ingredients possible is given for your convenience only. You may opt for any reasonable special ingredient you deem suitable for a potion, keeping in mind difficulty of obtaining the material (hopefully high or greater) and its sympathetic equivalency or relationship to the end result of quaffing the potion.

Poison: Only assassins of 9th or higher level may concoct "potions" of poison — or any other sort of poison, for that matter. Refer to the section on assassins for details of special forms of poison. No laboratory or alchemist is needed, but cost and time are found as if a normal potion was being prepared.

Suggested Special Ingredients For Potions:

Type of Potion	Suggested Special Ingredient(s)
animal control	organ or gland from representative type or types to be controlled
clairaudience	human or simian thalamus gland or ear from an animal with keen hearing
clairvoyance	human or simian thalamus gland or eye from an animal with keen sight
climbing	insect legs (giant)
delusion*	doppelganger flesh or rakshasa ichor
diminution	powdered kobold horn and wererat blood
dragon control	brain of the appropriate dragon type
ESP	mind flayer brain
extra-healing	troll blood or hair of a saint**
fire resistance	fire elemental phlogiston or salamander scales
flying	hippogriff feathers and wyvern blood
gaseous form	vampire dust or ogre magi teeth
giant control	brain of appropriate giant type
giant strength	drops of sweat from appropriate giant type
growth	ogre magi gland
healing	ogre magi blood of thread of saint's garment**
heroism	heart of lion or similar giant cat
human control	vampire eye or nixie blood
invisibility	invisible stalker ichor
invulnerability	gargoyle horn or lycanthrope skin
levitation	beholder eye (from stalk) or will-o-wisp essence
longevity	dragon blood and treant sap or elf blood
oil of etherealness	sheddu fat or demon brain
oil of slipperiness	purple worm gland or liver of giant pike
philter of love	dryad hair
philter of persuasiveness	harpies' tongues or devil tongue
plant control	shrieker spores and umber hulk eye
polymorph (self)	mimic skin or succubus hair
poison	special
speed	pegasus heart and giant weasel blood
super-heroism	giant wolverine blood and minotaur heart
sweet water	water elemental eye or triton blood
treasure finding	gold dragon scale and six different powdered gem stones
undead control	dust of freshly destroyed spectres or vampire brain or ghost ectoplasm or lich tongue
water breathing	water naga blood or nixie organs

* Alternatively, a 5% to 20% failure percentage can be assigned to all potion manufacture, and those which are failures become *delusion* potions of the sort which was being attempted, i.e., *animal control*, *fly-ing*, etc.

** Possible only if a cleric compounds the potion.

Manufacture of Scrolls:

Scrolls are exceptional in that they are simply storage space for spells of one sort or another. Clerics, druids, magic-users, and illusionists inscribe scrolls with spells applicable to their particular professions. *Protection* spells are scribed by either magic-users or clerics, the determination being as follows:

Clerical Protection Spells

DEVILS
POSSESSION
UNDEAD

Magic-User Protection Spells

DEMONS
ELEMENTALS
LYCANTHROPE
MAGIC
PETRIFICATION

Curse scrolls can be made by any sort of spell user noted above.

Scrolls may be inscribed only by characters of 7th or higher level, and the spells placed upon the scroll must be of a level which the inscribing character is able to employ, i.e. a 9th level magic-user could not place a 7th level spell on a scroll. (Note that the *write* spell enables the magic-user to inscribe his or her own reference works so as to be able to read and remember higher level spells than he or she is currently able to use; it does not enable casting or scroll inscription.)

A scroll of spells may be inscribed only upon pure and unblemished papyrus, parchment, or vellum — the latter being the most desirable. Any mistake will doom the effort to failure. A fresh, virgin quill must be used for each spell transcribed. The quill must be from a creature of strange or magical nature, i.e. a griffon, harpy, hippogriff, pegasus, roc, sphinx of any sort, and similar monsters you elect to include (demons, devils, lammasu, etc.).

The material upon which the scroll of spells is to be written can be purchased at the following cost guidelines:

papyrus, per sheet	2 g.p. and up	+5% chance of failure
parchment, per sheet	4 g.p. and up	±0% chance of failure
vellum, per sheet	8 g.p. and up	–5% chance of failure

The type of material used will affect the likelihood of successful transcription, as listed above. Special quills cannot normally be purchased, for only common goose or similar feather instruments are available in shops. The would-be inscriber must arrange for the special writing tools as he or she can.

Ink is a very special requirement. Scroll spell ink, just as the ink for detailing spells in spell books, is compounded only by the inscriber from secret and strange ingredients. The basic medium should be sepia from a giant squid or ink from a giant octopus. To this liquid must be added blood, powdered gems, herbal and spice infusions, draughts concocted from parts of monsters, and so on. An example of a formula for the ink required to scribe a *protection from petrification* spell is shown below:

- 1 oz. giant squid sepia
- 1 basilisk eye
- 3 cockatrice feathers
- 1 scruple of venom from a medusa's snakes
- 1 large peridot, powdered
- 1 medium topaz, powdered
- 2 drams holy water
- 6 pumpkin seeds

Harvest the pumpkin in the dark of the moon and dry the seeds over a slow fire of sandalwood and horse dung. Select three perfect ones and grind them into a coarse meal, husks and all. Boil the basilisk eye and cockatrice feathers for exactly 5 minutes in a saline solution, drain, and place in a jar. Add the medusa's snake venom and gem powders. Allow to stand for 24 hours, stirring occasionally. Pour off liquid into bottle, add sepia and holy water, mixing contents with a silver rod, stirring widdershins. Makes ink sufficient for one scroll.

Other ink formulas will be devised similarly according to the dictates of the DM. Ingredients should suit the overall purpose of the ink. It is recommended that each different spell to be transcribed require a different ink compound — clerical spells requiring more venerated and holy materials, druid spells being basically rare roots and herbs in infusions, and so on. Garments, wrappings, dust, sweat, tears, teeth, fangs, organs, blood, and so forth are all ideal components.

Once material, quill, and ink are ready, the spell scribe must actually write the magical runes, glyphs, symbols, characters, pictograms, and words upon the surface of the scroll. Transcription must be from his or her scroll books or upon an altar (for clerics and druids). Special candles and incense must be burning while the inscription is in progress. Clerics must have prayed and specially sacrificed to their deity, while magic-users must have drawn a magic circle and remain uninterrupted. **PREPARATION REQUIRES ONE FULL DAY FOR EACH LEVEL OF THE SPELL BEING SCRIBED ON THE SCROLL.** A 1st level spell takes one day, a 2nd level spell two, etc. Time so spent must be continuous with interruptions only for rest, food, sleep, and the like. If the inscriber leaves the scroll to do anything else, the magic is broken, and the whole effort is for naught.

Failure: There is a basic 20% chance that a mistake, smudge, or flaw in the scroll will make the spell useless. To this base chance is added 1% per level of the spell being inscribed, so that total failure chance is from 21% to 29%, minus the level of the character attempting to write the spell. Thus, if a 14th level cleric is attempting to write a 7th level spell on a *parchment* scroll, the failure chance is $20\% + 7\% - 14\% =$ a 13% chance. After the requisite materials and preparations have been taken care of, the player character must then spend the full time necessary to inscribe the scroll spell. Thereafter, a percentile dice roll greater than the percentage chance of failure equals success.

If multiple spells are being scribed, a failure of one means that no further spells may be placed upon the scroll. In any event, a maximum of seven spells may be written on a single scroll. As a spell is read from the scroll, its letters and figures writhe and glow, the magic is effected, and then the lines fade and are gone forever. (In order for a magic-user or illusionist to transcribe a heretofore unknown spell from a scroll to his or her books, a *read magic* and then a period of time equal to that necessary to place the spell on the scroll are required; this likewise causes the spell to disappear from the scroll.)

The scribe of the spell does not need a *read magic* spell to use his or her own scroll spells, just as clerics and druids never need the aid of magic to read appropriate scroll spells.

Fabrication Of Other Magic Items:

All of the various other magic items will require the use of the magic spell, *enchant an item*, save clerical items.

With respect to the former, you must determine which spells and ingredients are necessary to the manufacture of each specific magic item. For example, a player character wizard of 15th level desires to make a *ring of spell storing*. He or she commissions a platinumsmith to fashion a ring of the finest quality, and pays 5,000 g.p. for materials and labor. He or she then casts the *enchant an item* spell according to the **PLAYERS HANDBOOK** instructions. As DM, you now inform him or her that in order to contain and accept the spells he or she desires to store in the device, a scroll bearing the desired spells must be scribed, then a *permanency* spell cast upon the scroll, then the scroll must be merged with the ring by some means (typically a *wish* spell). As all of that could not be done in time, the ring would have to be prepared with the *enchant an item* spell again. Of course, you could tell the player before, if you are soft-hearted or he or she is intelligent enough to ask before starting the ball rolling.

The above-mentioned *ring of spell storing* could be made without the benefit of a *permanency* spell, and spells could be stored within, but they could only be called forth once, and then the ring would be useless. Wands and other chargeable items do not require *permanency*, and of course they are used up when all the charges are gone. Items with a permanent dweomer (such as weapons, armor, most rings and miscellaneous magic items) do require a *permanency* spell to be made continuously operational.

FABRICATION OF MAGIC ITEMS

Clerics and druids making an item which is applicable to their profession must spend a fortnight in retreat, meditating in complete isolation. Thereafter, he or she must spend a sennight fasting. Finally, he or she must pray over and purify the item to become magical (this process takes but a day). Of course, the item must be of the finest quality just as detailed in the *enchant an item* spell description. Thereafter the cleric or druid must place the item upon his or her altar and invoke the direct favor of his or her deity to instill a special power into the item. There is a 1% per day cumulative chance that the item will then be empowered as desired, providing the cleric or druid has been absolutely exemplary in his or her faith and alignment requirements. Furthermore, if the item is one with charges, the cleric or druid must then take it into seclusion and cast the requisite spells upon it, doing so within 24 hours of its being favored by the deity. In other cases, the item need only be sanctified to the appropriate deity in order to complete its manufacture.

In all cases, the manufacture of any magic item other than a potion or scroll will be so debilitating as to necessitate the maker to rest for one day for each 100 g.p. of the item's experience point value, i.e. one with a 2,000 experience point value means 20 days of complete rest. During this period, the character can do *nothing* except eat, rest, undertake *mild* exercise, and sleep — all in relative isolation. No adventuring or spell use is possible during this period!

Fabrication Of Magic Items By Illusionists:

Though different spells are employed, the process of fabrication of magic items which illusionists use is not really very different from that used by magic-users. It is almost exactly similar as regards costs in both time and money. Some processes are also nearly identical, such as the making of scrolls, which may be done at the 7th level and up.

At the 11th level illusionists may be able to create one-shot or charged magic items, things without a permanent dweomer, such as potions or a wand of *illusion*, for example. Such items are really merely storehouses of magical energy which can be released in various ways. Like any other spell-caster, the illusionist must fashion the item out of rare and expensive materials, but instead of using *enchant an item* to prepare the item to receive its enchantment, the illusionist uses *major creation* to subtly alter its structure in a magical direction so that it can receive and retain the necessary spells. During the next 16 hours after casting the *major creation*, the illusionist instills the primary initial dweomers into the item, and if his concentration is interrupted even once during this period, the item instantly fades and forever disappears, like an illusion that has been dispelled.

Beginning at 14th level an illusionist may attempt to make items with a truly permanent dweomer, such as a +1 dagger or a ring of *protection*, for example. This entails a similar process to the one described above. The crucial difference is that after a *major creation* spell has been used to adjust the material object, an *alter reality* must be cast to fix it permanently in place and make it able to contain a permanent magic. Thus, with a great expense in time, money and preparation, *major creation*, *alter reality* and *true sight* spells, and an unflawed gem worth not less than 10,000 g.p., an illusionist might be able to create a gem of *seeing*.

The basic thing to remember if details are in question is that illusionists are a sub-class of magic-users, and except for what has been outlined above, what applies to magic-users applies to illusionists as well.

Fabrication Of Magic Items By Charmed Or Enslaved Magic-Users:

It is absolutely necessary that you take note that any sort of charmed, magically persuaded, or otherwise enslaved magic-user will be totally unable to function in such a manner as to allow the fabrication of any sort of magic item — scroll, potion, or otherwise. The discipline and concentration demanded by such activity absolutely precludes individuals of this sort from manufacturing magic items. If a player character should attempt to have such a character fabricate items, allow the usual amounts of time and money to be expended, and then inform him or her that the results are negative. If the player character opts to have the enslaved individual continue, say nothing, but the attempts will continue to be fruitless.

NON-STANDARD MAGIC ITEMS

There are two considerations respecting non-standard magic items. The first is your invention and inclusion of them in your campaign, and this is expected and encouraged. You should put your imagination and inventiveness to work this way. Standard items can be varied so as to make it more interesting when your players are familiar with the usual forms. New devices can be created to add freshness and new dimensions to the game. Special magic items can be devised to complement some special situation or to serve as a special reward for overcoming some special monster or difficult area. All such creations, however, must be made with care. The items must be such as to not unbalance the game. They must not make one player character too strong, either with respect to opponents or his or her fellows or to the campaign or to the game system as a whole. Items which are expended after a single use, those with limited usages, and those with variable effects are most desirable. As it is very likely that every campaign will have its special items, the second consideration comes up.

Other referees will not generally know what special powers or restrictions such items have. Thus, they will not be usable in campaigns other than that from which they came in most cases. You, as a referee, should simply cause any such items brought into your campaign to disappear. Never take a player's word for any item. Do not allow its use in your campaign unless you know his or her DM and get a full explanation in writing from that person which details the properties of the item. Do not allow a player to bulldoze you in any manner regarding this. Simply inform the person that he or she must have left the item in his or her former area, as it is not around in yours! This solves the problem of having a possible imbalance brought into your carefully designed campaign. This ties directly to the section dealing with **INTEGRATION OF EXPERIENCED OR NEW PLAYERS INTO AN EXISTING CAMPAIGN** (q.v.).

Note: Altered form of a standard AD&D item is not a new or non-standard item, i.e., a cap which causes its wearer to be *invisible* is the same as a ring of *invisibility*.

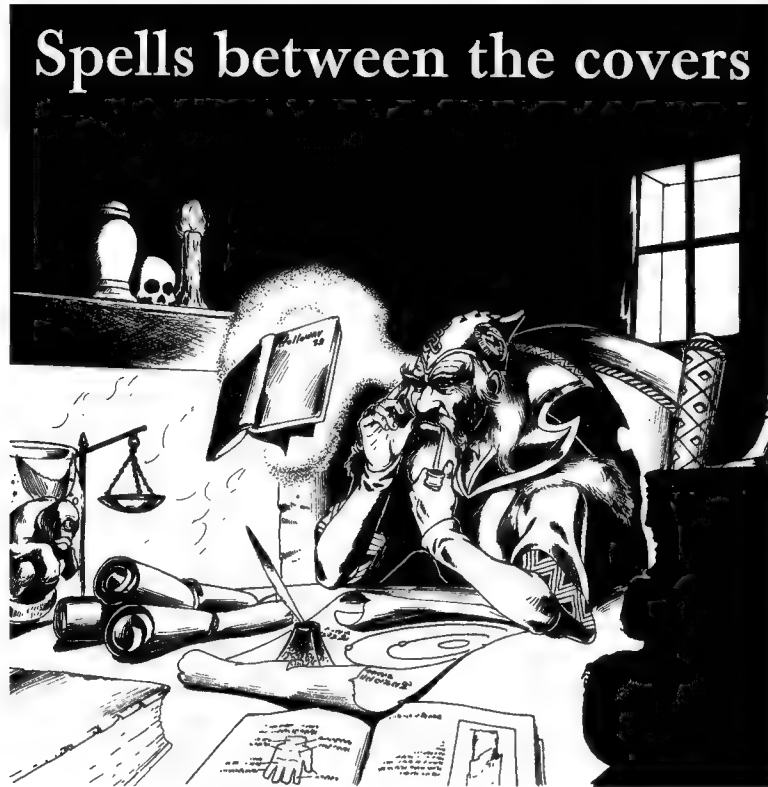
USE OF MAGIC ITEMS

COMMAND WORDS

In order to use a rod, staff or wand, it is usually necessary to know the proper command word. There are several possible ways to acquire this knowledge. If the item is/was in the possession of an opponent, it may be possible to learn the appropriate word or phrase directly, either by noting what he or she says when using the item, or by causing the possessor to divulge the information through force or trickery. It is common for spell-users to keep such information recorded among their hidden scrolls and spell books, in case their memories should somehow become impaired (or simply prove insufficient) and the words be forgotten.

If none of these sources should fit the situation, and the item was not found with an accompanying scroll explaining its use and history, it may be necessary to resort to informational spells such as *contact other plane*, *legend lore* or *speak with dead*.





The scene: A sleeping town under a cover of new-fallen snow. The silver glow of the moon casts a dim light down upon the darkness, but does nothing to disturb the silence. On the lattices of a frost-coated window, a bright island of golden light dances, shimmering and flickering as the candle flame inside the room is tossed about by the wind that forces its way through the cracks around the window. In the flickering light, an old man traces his finger across the archaic writing of a tattered grimoire, pausing every few moments to gaze out the window and lose himself in dreams of forgotten lore . . . knowledge . . . and power.

. . . Just another old sage, right? Well, maybe. But if your AD&D™ game includes features of the quest for knowledge and spell research, that character deep in concentration could be a magic-user — perhaps a magic-user in your campaign. How many dusty old tomes does that character have, and what help are they in the arcane life? Do they really bring the knowledge and power everyone seeks?

To begin finding the answer to that question, we must first roll up our sleeves and open the Ultimate Book of The Master to page 115, whereupon begins the section on spell research. (Editor's note: The information in this article is presented in terms that are specific to magic-user characters. However, the same principles and procedures can be applied to spell research by a cleric, as long as the proper changes are made, such as substituting wisdom for intelligence when determining the chance of successful research.) In summary, here is what the book has to say:

It is possible for a spell caster to obtain, through study and research, spells already existing in the Players Handbook, or others that may be devised by the character. In both cases, the chance of successfully researching and "manufacturing" the new spell depends on the intelligence and the experience level of the character, the level of the spell being researched or created, and the time and money invested in the attempt.

The amount of gold that must be spent varies with the level of spell being researched and the time the character is willing to spend. It is possible to increase the chance of success by spending more gold, according to these formulae:

Basic cost of research:

200 gp / spell level / week of work

Additional cost of materials:

100 to 400 gp / spell level / week of work

Details for delving into magical research

by Bruce Heard



If the character does not possess or have access to a library, then 2,000 gp — 10 times the basic cost — will have to be spent, per spell level per week of research. The basic cost generally represents the scrolls and books you (the character) must buy during your research. But the DMG does not say what the value and the components of the library are and what specific benefit a library can bring.

Initial preparation of materials and basic research must go on for a certain time before there is any chance of being successful. This time is always at least a number of weeks equal to the level of the spell being researched, plus one. The chance of success can be checked on a weekly basis after the minimum research period is over; if the character does not succeed in mastering the new spell, the success chance can be re-checked every week thereafter as long as his research has continued, uninterrupted, in the meantime.

Basic chance of success: 10% (unmodified)

Plus researcher's intelligence,

Plus researcher's experience level,

Minus twice the level of the spell.

This formula gives the chance of successful research at the end of each week of work, once the minimum research time has been spent. The basic 10% chance of success can be increased up to a maximum of 50% by spending more gold, at the rate of 2,000 gp per spell level for each 10% increase in the base chance.

Example: A Sorcerer (9th-level magic-user) tries to research a 5th-level spell, and is determined to spend enough gold to give him (he hopes) the best possible chance of success. He has an intelligence score of 17 and owns a library. He must undergo six weeks of research before the DM will make the first check to see if he succeeds. During that time, he will spend a base cost of 1,000 gp per week (200 x spell level), plus anywhere from 500 to 2,000 gp additional each week for materials, and he must spend at least another 8,000 gp during the research period to raise the basic success chance from 10% to 50%. Thus, by spending at least 17,000 gp — perhaps as much as 26,000 gp, or even more — he can maximize his chance of having success on the first check at the end of six weeks. That chance is computed as follows:

$$50\% (\text{highest base chance possible}) + 17 (\text{intelligence}) \\ + 9 (\text{experience level}) - 10 (\text{spell level} \times 2) = 66\%$$

So much for the official rules. What the DMG does not say is how to get an acceptable library, what benefit is realized from all the gold spent during research, and the difference between searching for a spell that already exists (as given in the Players Handbook) and one a magic-user is trying to create (that does not already exist in the rules).

Logically, it should be easier to find clues about spells already existing in the Players Handbook than about those a player is attempting to create from scratch. This is because the "standard" spells are already known by and being used by other spell casters; thus, it is obviously easier to find information about them than about spells that do not yet exist. To take account of this difference, it would be good to increase the basic cost of research to 600 gp (instead of 200 gp) per spell level, and use three times the spell level (instead of two times) as a subtraction to the chance of success when researching a "non-standard" spell.

Using these suggestions, the example given above would change in these ways: The sorcerer's base cost would be 3,000 gp per week (600 x spell level), and he would have to spend at least 29,000 gp in the six-week minimum research period (instead of "only" 17,000 gp) to retain the maximum chance for success. If he spends the necessary amount of gold, his success chance would be computed as:

$$50\% + 17 + 9 - 15 (\text{spell level} \times 3) = 61\%$$

Creating a library

As the power of the spell being researched increases, the importance and expense of the library increases accordingly. For a library of minimum value, 2,000 gp must be invested. This will allow research on first-level spells; by spending a cumulative 2,000 gp per spell level above the first, added to the minimum needed for the next lower level, the library can be built up to allow research of higher-level spells. A library suitable for research of 2nd-level spells must have a value of 4,000 gp; for 3rd-level spells, 8,000 gp (4,000 + 2,000 x 2 levels above 1st); for 4th-level spells, 14,000 gp (8,000 + 2,000 x 3 levels above 1st); and so on up to a library of at least 74,000 gp value, which is suitable for researching spells of 9th level.

Having a library of sufficient size does not allow a character to undertake spell research without paying the basic cost. However, at the end of each week of study, the basic cost paid during that time can be added to the value of the library, since the basic-cost expenses correspond to the purchase of new books. If a character has a library of a value higher than the minimum value required for a certain spell, the base chance of success will increase at a rate of 1% for each increment of (2,000 gp x spell level) that the library value exceeds the minimum — but, as always, the base chance of success can never be raised higher than 50%. For example, a magic-user has a library worth 72,000 gp, which is 50,000 gp higher than needed to conduct research on a 5th-level spell. He will receive a bonus of 1% per (2,000 gp x 5) over the minimum, or a total bonus of 5% to his base chance of success. If he wanted to research a 1st-level spell, his valuable library would give him a bonus of 1% per (2,000 gp x 1), or 25%.

If a character is attempting to create a new spell, the minimum value of the library needed should be raised by one level; to research a 5th-level spell already existing in the Players Handbook, a library valued at 22,000 gp is required. If the 5th-level spell being researched does not already exist, the library must be worth at least 32,000 gp, which is the minimum for a standard 6th-level spell. Conversely, a 22,000 gp library would only allow the creation of a new 4th-level spell instead of an existing 5th-level one. There are other ways to increase the value of one's library. When a magic-user character goes through training to get to a higher level of experience, that character will be able to keep 1-10% of the training cost paid to his master and add it to the value of his own library. This represents the value of the books the student is allowed to keep after his training is over. This variable amount may be determined randomly, or it may be assigned by the DM according to the character's efforts and behavior, both while adventuring and during training. An award of 1% (or perhaps even no award at all) would be the result of poor performance, and 10% would be the amount given to a character of exemplary conduct and dedication to his profession.

Note: A character's spell books do not count in the value of his library.



Purchasing books

When a magic-user goes on a book-buying spree, the following tables can be used to determine the number of books purchased, their prices, and their functions.

Gold No. of Value of each book, in its spent books percentage of total spent

200 1	Book A, 100% of amount
400 2	Book A, 10%-40%; B, balance
800 3	Book A, 10%-40%; B, 10%-40%; C, balance
1,600 4	Book A, 10%-40%; B, 1%-20%; C, 1%-20%; D, balance
3,200 5	Book A, 10%-40%; B, 1%-20%; C, 1%-20%; D, 1%-12%; E, balance
6,400 6	Book A, 10%-40%; B, 1%-20%; C, 1%-12%; D, 1%-12%; E, 1%-12%; F, balance
6,401 + 7	Book A, 10%-40%; B, 1%-12%; C, 1%-12%; D, 1%-12%; E, 1%-12%; F, 1%-12%; G, balance

Gold spent is the total value of the investment in gold. Read the entries as "from 1 to 200, 201 to 400," etc. An investment can come from a direct purchase, or be a training cost or research expense.

Number of books is how many a magic-user can purchase for the given amount of gold. The DM may choose to adjust the number of books that can be purchased with a certain amount of gold; if so, use the corresponding entry to determine "Value of each book."

Value of each book is determined by assigning letter designations (A, B, C, etc.) to the books and then rolling dice to arrive at a value for each one. For example, if the purchaser invests 600 gp and finds 3 books, the first one (Book A) will cost 10% to 40% (1d4) of the 600 gp; Book B will also cost 10%-40% of the gold spent; and Book C will cost whatever is left of the gold spent, in this case anywhere from 20% to 80% of the original 600 gp.

It takes time to find books that are valuable in spell research. If a magic-user is simply shopping around, trying to build up his library but not being currently involved in actual spell research, it will take one week per 1,000 gp being invested to locate and purchase the desired books. (This assumes that the purchaser is in a big city with one or more large bookshops, or that the purchaser has made connections with an NPC who owns a large library and may be willing to sell certain books for a fair price.)

The magic-user will also improve the value and size of his library during the spell research process, at the set rate which is dictated by the basic cost of research. It is assumed in these cases that the researcher's effort to locate new books is part of the research process itself; spending the basic cost of research by going shopping for new books does not constitute an interruption in research. Example: If a magic-user who already owns a library is researching a "known" 4th-level spell, his basic cost of research is 800 gp per week. For this expenditure, he will find three new books per week, and after determining their value and their nature, he may add them to his library.

Also, it is quite possible to find some of these books during adventures, in which case the above table can be disregarded. Some of these books can be a treasure by themselves.

The extensive table below gives titles and authors of books that may be found, all concerning "known" spells (those which are in the Players Handbook or which have been described in past issues of DRAGON® Magazine). The only "known" spells not mentioned in the contents of these books are *read magic* and *read illusionist magic* (from issue #66 of DRAGON Magazine), since a spell caster will always know one or the other of these as a result of his training.

There is a 3% chance per 100 gp of value of a book that it will contain an important clue to a spell. If this is the case, the researcher receives a bonus of 1-10% on his basic chance of success in researching that particular spell. The clue will concern one of the spells listed for the book in question, chosen at random.

In the lists that follow, many spells are accompanied by one or more superscript numbers (like this one¹). These numbers identify spells from past issues of DRAGON Magazine, as follows:

- 1: Official illusionist spells from issue #66.
- 2: Official magic-user spells from issue #67.
- 3: Official magic-user spells from issue #68.
- 4: Unofficial magic-user spells described in "Pages from the Mages," issue #62.
- 5: Unofficial magic-user spells described in "More Pages from the Mages," issue #69.
- 6: Existing magic-user spells described for illusionists in issue #66.
- 7: Existing illusionist spells described for magic-users in issue #67.

d%	roll	Title and author of book, spells described within
01-02		"Idioms & Rare Cryptographs" by Elminster (message, write, illusionary script, tongues, audible glamer, magic mouth)
03		"Legendry of Phantoms and Ghosts" by Evard (phantom armor ¹ , phantom steed ¹ , phantom wind ¹ , Evard's black tentacle ² , wraithform ¹)
04		"Lore of Subtle Communication" by Tasha (ventriloquism, message, comprehend languages, legend lore, Tasha's uncontrollable hideous laughter ²)
05-06		"Ancient Cryptomancy" by Phandal (sending ³ , wizard mark ² , secret page ² , sepia snake sigil ²)
07-08		"Extreme Powers of Observation" by Kwalish (detect magic, detect illusion ⁷ , identify, detect invisibility, glassees, locate object)
09		"Eyes, Vision, and Arcane Sight" by Alphon (infravision, clairvoyance, blur, vision, blindness, wizard eye, eyebite ³ , ultravision ^{1 2})
10		"Theories on Perception" by Kuroth (detect evil, clairsentience, true sight, deafness)
11-12		"Manual Powers Beyond the Life" by Bigby (burning hands, Bigby's interposing hand, Bigby's forceful hand, Bigby's grasping hand, Bigby's crushing hand, Bigby's clenched fist)
13		"The Seven Skies of The Universe" by Casimur (gust of wind, whispering wind, rainbow pattern ¹ , precipitation ² , cloudburst ² , wind wall ²)
14-15		"The Forgotten Arts of Oratory Magnetism" by Leomund (fascinate ¹ , taunt ² , irritation ² , truename ³ , Leomund's lamentable belabourment ³)
16		"Theory of the Invisible Forces" by Tenser (push, unseen servant, strength, Tenser's floating disc)
17-18		"Displacements and Modelling the Milieu" by Thurl (shatter, enlarge, mending, stone shape, massmorph)
19		"Creation and Modification of Matter" by Caterpillar (move earth, dig, telekinesis, statue)
20-21		"Influence on Solid Corpus" by Mentor (fool's gold, transmute rock to mud, stone to flesh, plant growth, animal growth, shape change)
22		"Subconscious Repercussions of Pyromancy" by Quaal (fire trap, wall of fire, firewater ² , flaming sphere ²)
23-24		"Dissimulation and Obscuration" by Tzunk (blink, invisibility invisibility 10' radius, improved invisibility darkness, continual darkness, vacancy ¹ , avoidance ³ , mass invisibility)
25-26		"Life of Nature, Its Secrets" by Caligarde (feather fall, levitate, spider climb, web, fly, mount ² , Caligarde's claw ⁵ , bind ²)
27		"Alterations of Tangibles and Intangibles" by Yagrax (melt ² , transmute water to dust ³ , item ² , material ² , fabricate ³ , crystalbrittle ³)

28		"Encyclopaedia of the Non-Substances" by Asmiak (erase, non-detection, misdirection, improved phantasmal force)
29-30		"Components and Reactions of Phosphorus" by Daern (affect normal fires, dancing lights, fire charm, fireball, delayed blast fireball, incendiary cloud)
31		"Legendry of Great Arms and Fabulous Heroes" by Kas (armor ² , phantom armor ¹ , stonewall ² , protection from normal missiles, shield, forcecage ³)
32		"Sulphur, Influence and Actions" by Arbane (pyrotechnics, flame arrow, fire charm, fire shield)
33-34		"Tome on Influences and Suggestions" by Arunsun (charm person, ray of enfeeblement, scare, suggestion, antipathy/sympathy, mass suggestion)
35		"The Multiple Applications of Perceptomancy" by Laeral (alarm ² , detect illusion ⁷ , mislead, dream ¹ , dolor ³ , sequester ³ , Laeral's dancing dweomer ⁵)
36		"Occult Magnetism" by Nolzur (friends, hold person, charm monster, hold monster, charm plants, mass charm)
37-38		"Arcane Manipulations of the Entourage" by Otto (sleep, scare, fumble, geas, Otto's irresistible dance, confusion)
39		"The Deep Fears of Humanity" by Hallo-ene (shout ² , spook ¹ , scare, fear, chaos)
40-41		"Art of Communications and Sigils" by Flamsterd (explosive runes, power word stun, power word kill, power word blind, symbol)
42		"Echo & Resonance of the Great Void" by Whisper (find familiar, monster summoning I - V)
43		"The Foundations of Secret Authority" by Ill-Oominoty (binding ³ , demand ³ , tormeng ³ , dismissal ³)
44-45		"Epic Saga of the Great Conjurors" by Mordenkainen (Mordenkainen's faithful hound, conjure animals, monster summoning VI, cacodemon)
46		"Repertoire of Illustrious Conjurations" by Drawmij (conjure elemental, Drawmij's instant summons, monster summoning VII, summon shadow, invisible stalker, guards and wards)
47		"Architecture" by Leomund & Mordenkainen (Leomund's secure shelter ² , Leomund's tiny hut, forcecage ³ , Mordenkainen's magnificent mansion ³)
48-49		"Doors and Passages of Parallel Worlds" by Lethchauntos (hold portal, knock, jump, wizard lock)
50		"Theories on Converging Transitions" by Lhegrand (dimension door, passwall, gate)
51		"The Unknown Movements of the Universe" by Arnd (run ² , shadow walk, teleport without error ³ , succor ³ , vanish)
52		"Thesis on Conditional Ruptures" by Archveult (teleport, phase door, shadow door, maze, Archveult's Skybolt ⁵)
53		"Luminescence and Coloration" by Nchaser & Tulrun (light, color spray, continual light, darkness 15' radius, prismatic spray, project image, projected image, chromatic orb ¹ , Nchaser's glowing globe ⁴ , Tulrun's tracer ⁵)
54		"Spherogenesis of the Multiverses" by Otiluke (Otiluke's resilient sphere ² , Otiluke's telekinetic sphere ³ , Otiluke's freezing sphere, globe of invulnerability, flaming sphere ² , prismatic sphere)
55		"The Powers of the Spiritual Will" by Phrandjas (emotion, chaos, feeblemind, confusion)

SPELL MECHANICS, DELVING INTO RESEARCH

- 56 "The Transcendental Impenetrabilities" by Leomund
(Leomund's tiny hut, minor globe of invulnerability, globe of invulnerability prismatic sphere)
- 57 "Cosmogony of Magnetic Fluids" by Mordenkainen
(chain lightning³, volley³, energy drain³, Mordenkainen's disjunction³)
- 8-59 "Arcane Resistance of Dwarves and Halflings" by Serten
(dispel magic⁶, remove curse, Serten's spell immunity, anti-magic shell, dispel illusion⁷, dispel exhaustion)
- 60 "Manual of Magnetic and Electric Waves" by Gee-Eeh
(shocking grasp, lightning bolt, repulsion, reverse gravity)
- 61 "The Dark Sides of the Memory" by Mordenkainen
(banishment³, Mordenkainen's lucubration³, ensnarement³, contingency³)
- 62-63 "Treatise on Cabalistic Protections" by Krest
(protection from evil, shield, protection from evil 10' radius, protection from normal missiles)
- 64 "The Trance of the Intellect" by Aspirin
(feign death, contact other plane, limited wish, wish)
- 65 "The Representations of the Sentient Plane" by Rialissom
(phantasmagoria¹, weird¹, mirage arcane¹, advanced illusion¹, delude¹)
- 66-67 "Intelligence and Intuitive Domination" by Zagzy
(ESP, trap the soul, spiritwreck, magic jar)
- 68-69 "Arcane Puissance of the Memory" by Rary
(Rary's mnemonic enhancer, forget, mind blank, hypnotic pattern)
- 70 "The Origins of the Hour Glass Symbology" by Nulathoe
(preserve², tempus fugit¹, Nulathoe's ninemen⁴, haste)
- 71-72 "Variations on the Visual Perception" by Mhzentul
(hypnotism, hallucinatory terrain, paralyzation, veil)
- 73 "Mental Impressions of the Retina" by Johydee
(phantasmal force, improved phantasmal force, permanent illusion, programmed illusion)
- 74 "Treatise of Sublimated Oneiromancy" by Tasirin
(sleep, dream¹, feign death, Tasirin's haunted sleep⁵)
- 75-76 "Theory of Occult Visual Shock" by Ye'Cind
(fear, minor creation, phantasmal killer, major creation)
- 77-78 "Libram of the Great Paravirtual Emanations" by Nystul
(Nystul's magic aura, shadow magic, demi-shadow magic, shades, Leomund's trap)
- 79 "The Minds of The Unknown" by Lum
(feeblemind, mind blank, dismind⁵, forget)
- 80-81 "Repertoire of Subconscious Apparitions" by Gaxx
(spectral force, shadow monsters, demi-shadow monsters, simulacrum)
- 82 "Thesis on the Planes of Anti-Matter" by Leomund
(rope trick, distance distortion, astral spell, disintegrate, Leomund's secret chest, duo-dimension, deeppockets²)
- 83-84 "Clouds and Fog" by Dahlver-Nar
(stinking cloud, fog cloud, cloudkill, wall of fog, death fog¹, solid fog¹)
- 85-86 "Gazette of the Norse Climates" by Otiluke
(gust of wind, ice storm, control weather, Otiluke's freezing sphere, cone of cold, wall of ice)
- 87 "Science of Temporal Waves" by Leuk-0
(haste, slow, extension I - III, permanency)
- 88-89 "Tome of Studies on the Fourth Dimension" by Seik-O
(temporal stasis, time stop, imprisonment)
- 90-91 "Occult Observations on Fluids" by Koorz
(water breathing, airy water, lower water, part-water, sink³, grease², Spendelarde's chaser⁵)
- 92 "Evolution of the Arcane Will Power" by Tenser
(polymorph self polymorph other, polymorph any object, Tenser's transformation)
- 93-94 "Alterations of the Intrinsic Absolutes" by Math
(change self, alter reality, massmorph, shape change, alter self¹)
- 95-96 "The Bricks of the Spiritual Fortification" by Webster
(wind wall², wall of fire, wall of force, wall of iron, wall of stone, prismatic wall, glassteel)

- 97 "Ordinary Necromancy" by Vecna
(animate dead, death spell, reincarnation, clone)
- 98 "The Weapons of the Ether" by Melf & Mordenkainen
(whip², Melf's acid arrow², magic missile, enchant an item, enchanted weapon, Mordenkainen's sword)
- 99 "Treatise of Universal Astronomy" by Melf
(Melf's minute meteor², meteor swarm, fireball)
- 00 "Inexplicable Reflections" by Bucknard
(mirror image, magic mirror^{1 2}, gaze reflection)

Many of these authors' names will be familiar to the student of magic; however, a character who obtains one of these volumes would be incorrect in assuming that the book was written by the person of the same name who devised a certain spell or spells. In most cases, the authors are merely distant relatives of their more famous namesakes, and in some cases they may not be related at all. With imagination, a DM could easily devise a list that contained dozens more books of this type — and perhaps someday a character who creates an entirely new spell will himself become the author of a book on that type of magic.

If a character acquires two books of the same title, the second and subsequent books will have volume numbers (Vol. II, Vol. III, etc.), and the basic chance for success when researching any spell mentioned in more than one volume goes up by 3% per new volume. Each new volume has the same chance of containing an important clue (3% per 100 gp value) as the original volume did.

If an extremely valuable book is located, the chance of it having an important clue may be 100% or more. (This will be true of any book with a value of more than 3,333 gp.) In such a case, the character receives one clue automatically, and has a chance of finding a second clue in the same book, equal to the amount by which the "clue chance" exceeds 100%. Optionally, the DM may divide the "clue chance" in half and assign equal probabilities to finding the first and second clues; for a book with a 110% chance of containing clues, it could be ruled that there is a 55% chance of finding the first clue and likewise a 55% chance of finding the second clue. In the long run, this method is much more charitable to the researcher.

Some of these books contain spells usable only by illusionists. If a magic-user gets a book containing clues on illusionist spells (or vice versa), he will not find the clue(s) and will believe the book has no particular value to him. However, the magic-user or illusionist will recognize the book as one useful to a member of the other class, and may be able to sell the book at an agreed-upon price to a bookshop or a member of the appropriate class. When a spell caster buys a book, he is not able to discern its true title and contents at first glance; he will know only that the book has something to do with the creation or preparation of one or more magic spells. Only after purchasing it and concentrating on its contents will he be able to determine a book's true nature. When it is not part of the actual research process, studying a book to find out its nature will take 1d10 days per 1,000 gp of the book's value. Since this activity takes place outside of the actual research process, there is no penalty if a character desires or is forced to interrupt the studying.

If a character obtains a book during the actual research process (as part of the basic cost of research), he may subsequently discover that the book contains no specific information on the spell he is trying to research. However, the book will still be of some benefit; examining it will at least give the researcher some idea on how — or how *not* — to proceed.

Appraising a book's value

When a character makes a direct purchase, especially from an NPC, or when two player characters want to sell or exchange books, the following optional appraisal system can be used.

A seller always knows how much he expects to get for a book. This amount may be its actual value (as determined by the table given earlier), or it may be somewhat higher than that figure, if the seller is greedy or ornery or if the buyer has offended him in some way. The buyer has to appraise a book to get a good idea (or what he considers a good idea) of its value. It takes at least 10 rounds of

examination before a buyer can come up with a decent appraisal; for every round less than 10 that he takes to examine the purchase, there is a 10% penalty to his chance of appraising it accurately.

A buyer's Appraisal Score, figured separately for each book being examined, is equal to $(1d4 \times 10) +$ his intelligence + his experience level, expressed as a percentage. Only one appraisal attempt can be made for a single book, and only a member of a spell-using class can successfully appraise a book's value. (This would include rangers and paladins, if they are of sufficient level to cast spells.) "Experience level" refers to the buyer's level as a spell caster. Sages and professional booksellers can also appraise books, and are considered to do so at level 5, plus one level for each 5 years of age that character has over 50. (It can be seen from this that there is practically no way to "put one over" on an experienced elven bookseller.)

When the buyer's Appraisal Score is determined for the book in question, the DM rolls percentile dice, adding 10 to the result for every round less than 10 that the buyer spent examining his purchase. If the result of the roll (including modifications, if any) is equal to or less than the Appraisal Score, the buyer has exactly assessed the true value of the book — and the seller will know that the buyer knows what he's talking about. If the result is greater than the Appraisal Score, the buyer's estimation is in error, and the difference between the numbers indicates the degree of error as a percentage of the book's actual value. If the difference is odd, the appraisal is low; if the difference is even, the appraisal is high. If this difference is greater than 50, or if the result of the dice roll (plus modifications) is 100 or greater, the buyer's appraisal is a total failure, and he will agree to pay the price asked by the seller or else not purchase the book at all.

Example: A buyer has an Appraisal Score of 55, and the result of the dice roll is 80. The difference is 25, which means that the buyer appraises the value of the book at 25% less than its actual value — and that is where the dickering will start.

Of course, the use of magic can alter the outcome of a confrontation between seller and buyer. A *charm* spell or similar magic could force the seller to propose an acceptable price or to give out the title or the clues he found in this book (if the seller is a spell caster). Hypnotizing a seller or a buyer could permit the spell-user to cheat or practically steal from the other character, or at the least get accurate information on the book. Using a *true sight* spell or similar means will not reveal the exact nature of a book, but will allow an exact appraisal of its value. *ESP* can greatly help to figure out if a buyer or seller is trying to cheat. *Legend lore*, if used to try to identify the author or the title of a book, can be cast in 1–4 turns, but the answer will remain cryptic, and the spell will not give any information at all if the book is not worth more than 100 gp (at least you know the book is cheap if you get no answer!). Otherwise, a *legend lore* spell will not help in appraising the value of a book. Obviously, a *wish*, *limited wish*, or *alter reality* spell is powerful enough to identify and appraise a book . . . but the consequences could prove to be more costly than the benefit.

Because there are so many variables involved that cannot be set down in the form of rules, every book-selling situation is bound to be different. But here is an example of how things might go in one instance:

Nine-Fingers the thief recently stole an old book that he thinks could be worth a lot to the local sage. It is in fact worth 800 gp, but the thief has no way of knowing this and has decided on a price of 1,000 gp, figuring that will represent a tidy return on his "investment" if he is able to get the sage to pay it. The sage is 65 years old and has an intelligence of 17. The DM rolls a 3 on 1d4 and figures his Appraisal Score as follows:

$$30 + 17 + 8 = 55\%$$

The DM rolls a 78 on percentile dice, meaning that the sage makes an inaccurate appraisal with an error of 23% on the low side; he estimates the book to be worth 800 gp minus 23% of 800, or 616 gp. Now the arguing begins. Since one of the sage's personal traits is greed, and the thief is in a hurry to get rid of the "hot" book (a fact which the sage suspects to be true), the sage makes an initial offer of 500 gp and the thief ends up letting it go for 550 gp — not

without many whines and pleas on both sides. Several days later, after studying the book at more length, the sage comes to a realization of its actual value and decides he didn't make such a bad deal. And since the thief had no way to appraise the true value of the book in the first place, he goes away thinking that he just made some easy money.

Appearance of the library

Players who enjoy detail could find it valuable to determine the appearance of each book. The term "book" is perhaps inaccurate, since a "book" could actually be a pile of scrolls enclosed in a small chest or in a tube, or parchments held between two flat slabs. The chest, tube, or slabs could be made of various types of wood, mineral; or metal, according to the price of the "book." The book itself or the containers of the scrolls could have decorations (knot-work, lattices, runes, symbols of alchemy, stars, moons, gargoyles, demons or other grinning faces, etc.) or be simply smooth or lacquered with a single color. The binding of a grimoire could range from regular leather to silk, velvet, or animal skins. Metal fittings or other decorations are also common (iron, bronze, silver, nacre, ivory, or gold could be used). The metal could be part of the protection or the decoration of the book.

Special books

Some of the books described below have special properties and are thus considered as magic items. It is possible to buy them, but the buyer will not know the special nature of the book at the time of the sale. However, it is very uncommon for these books to be for sale. In most cases, these special books will only be discovered as part of a treasure hoard. If a random-determination method is desired, assign a 1% chance for any book found to be one of these special types. Of course, other types of special books can be fabricated by the DM; these should only be considered as examples.

d12 roll Book

- | | |
|-------|---|
| 1 | Books of the White Mages |
| 2-3 | Elfin book (written in elven language)* |
| 4-5 | Contains a scroll of 1 spell (level 1-4)* |
| 6-7 | Cursed tome |
| 8-9 | Contains a map to a treasure or dungeon* |
| 10-11 | Contains a spell (level 1-7) written in code* |
| 12 | Books of the Dark Powers |
| | — The book itself is not magical. |

Books of the White Mages: Six of these books are known to exist. In addition to information on spells that they may contain, the Books of the White Mages are cursed to bring harm to characters of evil alignment who study them. A list of the books is given below, along with their xp/gp values. The first xp figure applies to a character who can be adversely affected by the book (evil characters for a good book, good characters for an evil book; see also Books of the Dark Powers). The basic gp value of each book varies according to random determination or the DM's judgment, which is why no basic gp values are given here. The second set of xp/gp figures is used for characters who are not harmed by the book; the amount of gold pieces after the plus sign is added to the original value of the book after the beneficiary has studied it completely and is aware of its special power. A character who can be harmed by the book will be aware of its special nature as soon as the harmful effect begins or is noticed, but that character will not benefit from an increase in the book's gp value. Characters of neutral alignment (with respect to good and evil) will not be harmed by either type of special book described herein.

- | | |
|---|--|
| 1 | Book of Hopeless Deeds (500 xp/. . .) (700 xp/+500 gp) |
| 2 | Book of the Bright Ages (750 xp/. . .) (1000 xp/+600 gp) |
| 3 | Tome of Saintly Sanity (750 xp/. . .) (1000 xp/+600 gp) |
| 4 | Book of the Blind (400 xp/. . .) (600 xp/+400 gp) |
| 5 | Runes of Possession (900 xp/. . .) (1500 xp/+800 gp) |
| 6 | History of Evil Mages and Apprentices (1000 xp/. . .) (2000 xp/+1000 gp) |

SPELL MECHANICS, DELVING INTO RESEARCH

Book of Hopeless Deeds: After one week of study, an evil character suffers a -3 penalty on all his saving throws. This effect is permanent until a *restoration* or *limited wish* spell is used to counteract it.

Book of the Bright Ages: After one week of study, an evil character will begin to grow older at twice the normal rate. This effect lasts until a *limited wish* spell is used to counteract it.

Tome of Sainthly Sanity: An evil character who studies this book has a 5% chance per day, cumulative, of contracting some form of insanity (see DMG, p. 83).

Book of the Blind: An evil character who studies this book will lose the use of his eyes at the end of one week of study. A *cure blindness* spell will get rid of the affliction for 1-4 days; a *remove curse* spell will bring back the character's sight permanently.

Runes of Possession: This type of book has a magical intelligence. An evil character who studies it for as much as one week must save vs. spell at -2 each day thereafter or be possessed by the book. The effect of possession is similar to a *quest* spell, forcing the owner to attempt to make amends for all the evil acts he has performed. Each time a major act of evil is undone (DM's discretion as to what "major" is), the owner is entitled to a saving throw vs. spell to see if he is freed from the possession. If the possession is neutralized by some magical means, the owner will be freed but will lose 10,000 xp or one level of experience, whichever is greater.

History of Evil Mages and Apprentices: After one week of studying this book, an evil owner must save vs. spell at -2 every week thereafter or be imprisoned in the book in a manner similar to a *magic jar* spell. A brief recounting of the owner's life and times will then appear on one or more of the book's blank pages. (Other previous owners are described on other pages; their life essences are also held within the book.) A single owner can be released from this captivity by a *limited wish* or *alter reality* spell. If the book is burned, damaged, or destroyed by non-magical means, the trapped characters are still imprisoned within the remains, and now cannot be released singly by anything short of a *wish* spell. If the book or its remains is burned, damaged, or destroyed by magical means, the captives will be released all at once, but each must roll less than his intelligence on d20 or be afflicted with some form of insanity.

Elfin book: These books are particularly valuable to elves and half-elves. When studied by a member of one of those races, the chance of finding an important clue to a spell is twice the normal amount.

Cursed tomes: These books can affect characters of any alignment. Generally, the owner of a cursed book can only be freed from the curse by getting rid of the book itself, and this can only be accomplished by a *remove curse* spell or something stronger (*limited wish*, etc.). Such a spell will either destroy the book outright, or negate its effect upon the owner (or the owner's library) and permit the book to be sold or traded like any other book, if the owner is successful in making a deal acceptable to a purchaser. The DM can use typical curses as described in the rules (such as those on p. 121 of the DMG), or can invent special curses, a few examples of which are offered here:

Poison pages: The owner must save vs. poison after each day of studying, or die. Some of these books do not require immediate saving throws, but their poison is addictive; if the owner stops studying the book, he must save vs. poison every week thereafter or lose one point of constitution upon each failed save. XP value 300.

Vampire book: The unlucky owner of this volume will lose one book at random per week, as the contents of his library are slowly drained by the vampire book. The books affected are left with blank pages, at the same time that these pages reappear in the vampire book. When another book is drained, the pages of the previously drained book disappear to make room for the new ones. However, the title and markings on the cover of the vampire book will not change, making it difficult and probably time-consuming for the owner to discover which book is doing the draining. After the owner of a vampire book notices that the contents of some of his books are disappearing, he may choose to conduct a search of his library to find the cause (assuming that he figures out what the cause is). He

must examine books individually to see if their contents match their covers, or to see if a book now contains writing drained from another book. This process takes one turn (10 minutes) per book examined, and the chance of locating the vampire book on any given turn is expressed as "one in x," where "x" is the number of books in the library that have not yet been searched. This can be a long and tedious endeavor for a character who owns a large library, and for the DM who must determine if and when the search is successful. (Depending on circumstances, a *detect magic* spell or other magical or psionic means may speed the search.) The vampire power will not function if the book is kept in a metal container by itself, or if it is stored at least 10 feet away from any other books. Its power is triggered 1-12 weeks after it is obtained. XP value 600.

Lore of demonkind: At the end of each week that this book is studied, there is a 10% chance, cumulative, that a demon will *gate* in and attempt to destroy the owner. The book will *gate* in a Type I demon if it is valued at 500 gp or less, a Type II demon if valued at 501 to 1,000 gp, a Type III demon if valued at 1,001 to 1,500 gp, and so on. XP value 300 for each 500 gp value of the book.

Spell written in code: If the owner of the book breaks the code and is able to use the spell he decodes, it can be added to his spell repertoire immediately. Breaking the code requires a minimum of 1d4 weeks of study, after which the owner must roll his experience level or less on d20. Failure to make this roll means that the code was not solved, and no further attempt will have a chance of succeeding until the owner attains the next highest experience level.

Books of the Dark Powers: These books will adversely affect good-aligned owners. They are basically the same as the Books of the White Mages, with appropriate name changes (History of Good Mages and Apprentices, Book of the Dark Ages, etc.).

Evil, good, or cursed books do not lose their original contents. Even if their adverse effects are triggered, they still contain information on spells and may be used in research just like other books, so long as the owner feels that the benefits they contain are good enough to offset their liabilities.

Living in a material world

Where and how to scrounge up spell components

by Michael Dobson

Dragon #81, p58



*"Fillet of a fenny snake,
In the cauldron boil and bake;
Eye of newt and toe of frog,
Wool of bat and tongue of dog,
Adder's fork and blind-worm 's sting,
Lizard's leg and howlet's wing,
For a charm of powerful trouble,
Like a hell-broth boil and bubble."*

— Macbeth, Act IV, Scene I

Although the AD&D™ magic system does not require quite the same range of material spell components as did Macbeth's witches, what components it does require are often difficult to find and use in play. As a result, many Dungeon Masters may choose to ignore, omit, or just assume the presence of material spell components used by player and non-player characters.

The Players Handbook is of little help. It says only, "Material components for spells are assumed to be kept in the folds and small pockets of the spell caster's garb. Of course, some materials are too bulky, and in these cases the materials must be accounted for carefully. Also, some materials are rare, and these must be found and acquired by the spell user."

How are material spell components found and acquired? This is a problem not addressed in the rule books; as a result of that, this article is designed to supply the missing information. As with all other unofficial game additions, the DM should feel free to add to, subtract from, or otherwise modify this material.

In a world in which wizardry is relatively common, there must be places where spell materials can be bought. In some areas, the local Wizards' Guild might operate a private shop for its members; in smaller areas a witch or herbalist might sell selected items to the traveling sorcerer/adventurer. A well-equipped expedition outfitter might contract with a local witch or wizard to sell spell components. Alchemists, druids, cloistered clerics, and others might sell material spell components appropriate to their professions. The careful shopper could find many of the required items in local stores. And, some spell items are so common (a piece of rock, a bit of mud) that they can be had for the taking.

The magic shop

Magic shops are found in virtually all cities, in some towns, and occasionally in some dark wood or cave. (The latter are frequently run by witches, who also sell love potions and cures to the local peasants.) Some shops are private, selling only to members of a specific Wizards' Guild, or only to spell casters of selected alignments. Witches may have been persecuted, and therefore would not be inclined to trust or to deal easily with strangers.

Magic shops will normally carry the full range of material spell components for magic-user and illusionist spells. They will also carry cleric or druid spell components only when those spells are the same as magic-user or illusionist spells. They do not, as a rule, sell gemstones which are necessary for spell action (see the section on gems below), nor do they commonly sell items which must be fabricated (see the section on fabricated items).

The markup on material spell components for sale in magic shops is very high — often more than 1,000%. The sale price is either 10 times the sum of the costs of the components (see Table V for this information) or 10 gp per level of the spell, whichever is higher.

Items purchased in a magic store are pre-packaged and ready for immediate use. They are provided in a leather pouch, iron or glass flask, or small box as appropriate.

The following tables should be used to determine availability of material spell components:

Table I
The magic shop

Base chance to have component(s): 100%
Modifiers:

Subtract 10% for each spell level over 2nd (e.g., 5th level = -30%)

Add 10% for each level of the shop proprietor above 3rd (e.g., 5th level = +20%)

Subtract 30% if the spell is of a different class than the proprietor (e.g., buying cleric spell components in a shop run by a magic-user)

Adjust by level of rarity (Table II) and size of city/town (Table III)

Table II
Levels of rarity

Everyday	+30%
Common0%
Uncommon	-10%
Scarce	-20%
Rare	-40%
Very Rare	-60%

Table III
Size of city/town

Major city (20,000+)	+30%
Large city (10,000-19,999)	+20%
Medium city (5,000-9,999)	+10%
Large town (3,000-4,999)0%
Medium town (2,000-2,999)	-10%
Small town (1,000-1,999)	-20%
Village (500-999)	-30%
Hamlet (100-499)	-40%
Crossroads (Less than 100)	-50%

All results of 100% or more mean that the desired items are available in unlimited supply. Totals between 01% and 99% require the appropriate percentile roll; successive rolls are required if more than one of any particular item is desired. The first failed roll indicates that the supply of the item is exhausted. If the adjusted total is 0% or lower, then spell components are not available in any quantity.

Expedition outfitters

Most towns and cities have at least one store devoted to filling the needs of adventurers. Depending on the community, they might be known as expedition outfitters, general stores, or ships' chandlers. They stock a wide range of everyday items, including most of the basic equipment and supplies listed in the Players Handbook on pages 35-36. (Note that at such stores "the average costs will be higher because these traders are middle-men.")

From time to time, one of these stores may arrange a contract with a local magic-user or witch to provide material spell components for the needs of traveling adventurers. The base chance for such an arrangement is 50% adjusted by the size of the city/town (Table III), or as desired by the DM.

The chance of a store having particular material spell components is determined as for a magic shop, but at -30%. The level of the shop proprietor is replaced with the level of the witch/wizard supplying the store.

The price of material spell components purchased through one of these stores is 15 times the sum of the costs of the components (Table V) or 15 gp per level of the spell, whichever is higher. As with the magic shop, gems and fabricated items are normally not available; see the appropriate sections of this article.

Alchemist

The AD&D alchemist is a combination of chemist, bio-chemist, pharmacist, and magical researcher. Because of the nature of this work, the alchemist is frequently in the possession of material spell components. An alchemist may manufacture potions for a magic-user using the rules for costs and time as given in the Dungeon Masters Guide, pages 116-117. (Editor's note: See the BEST OF DRAGON® Vol. III anthology for an example of the alchemist described as a character class.) Although only magic-users of 7th level or higher may employ alchemists on a permanent basis, others may consult them for answers to specific questions related to their field of expertise.

Nearly all alchemists will be found in cities or large towns. They are part of a formal or semi-formal brotherhood. Their consulting rate is 100-150 gp per day. Some alchemists only consult, being primarily involved in their magical research. Others operate shops where a variety of alchemical and pharmaceutical substances, both magical and unmagical, can be obtained.

Alchemists who operate stores may also sell other material spell components. The base chance for such an arrangement is 50% adjusted by the size of the city/town (Table III), or as desired by the DM. The level of the "shop proprietor" is used as the level of the alchemist running the shop. As provided in Table I, subtract 30% if the components for the desired spell do not involve substances used in alchemy, or are not of spells usable by alchemists.

Prices are identical to those charged by expedition outfitters; see the preceding section of text.

Druids and temples

Druid spells and cleric spells normally require a smaller range of material spell components than magic-user spells and illusionist spells do.

A druidic order will normally be based in a grove or other natural setting. The members tend to have the full range of druid spell components (but of course only "borrowed" mistletoe), and make them available to druids, rangers, and bards who are part of their order or who tithe generously. Table V notes those items which can only or best be obtained from a druid. Druids may also deal with persons outside the faith; the chance of such an occurrence is 50% plus (or minus) the non-druid's charisma reaction adjustment, minus 10% for every alignment step the non-druid differs from true neutral.

Clerics would always prefer to deal with a temple to their deity when attempting to procure material components, but can also deal with a temple to an equivalent deity, in stature and alignment, or at a minimum with a temple of identical alignment.

Cleric spells normally require the use of a holy symbol, prayer beads, or similar devices. I recommend that it be assumed that 1st-level clerics receive one appropriately prepared and consecrated holy symbol as part of their ordination. Any other holy symbols or other such items will have to be either prepared by the cleric when he is able to cast the *holy symbol* spell (see issue #58 of DRAGON® Magazine), or be obtained from a temple of identical faith.

Another frequently required material spell component is holy (or unholy) water. This should be available at the listed Players Handbook cost from any temple of the appropriate alignment: a good church will produce holy water, an evil church unholy water, and a neutral church none at all.

Many temples will have clerical only spell components for sale, but will sell them only to clerics of appropriate alignment. The

base chance of a temple selling such components is 80% adjusted by the size of the city/town; all other factors are calculated as for a magic shop, with the level of the highest cleric used as the level of the "shop proprietor." Prices are 10 times the sum of the costs of the components or 10 gp/level of the spell, whichever is higher. A tithe, sacrifice, or large donation is advisable.

Gathering

A number of material spell components can most easily be obtained just by going out and gathering them. Anything not fabricated and not refined can be gathered.

To determine the chance of gathering a particular material spell component, use the following equation: a base chance of 100%, adjusted by the item's level of rarity times two, plus 1% for each day spent searching, plus 2% per day for each additional searcher beyond the first. Roll the adjusted chance once per day until the desired item is found, or the search is given up. If the chance to find the item is exactly 100%, it can be found after one full day's search (approximately 12 hours). For every 10% over 100%, the searching time drops by two hours. If the chance to find the item is 160%, then the item is found instantly.

The Dungeon Master should use discretion in determining whether a certain item can be gathered or not, based on his knowledge of the campaign area. If the spell caster insists on looking, roll the dice every day, but if the item is simply not to be found, the outcome is always negative regardless of what the dice read.

Gems

A large number of spells require gems, jewelry, or precious metals as part of the material component. There are two basic ways of obtaining such items: the spell caster may retain gems found during adventures, or he may purchase them from a jeweler, gem dealer, or (occasionally) a moneylender who assays and deals in precious stones.

In the case of many of the spells, the cost in gold pieces of the gems required is defined; otherwise the tables in the *Dungeon Masters Guide*, pp. 25-27, should be consulted for representative prices.

The chance of a particular dealer having the required gems is determined by the following formula: a base chance of 100%, adjusted by the rarity of the gem (see Table IV) and the size of the city/town, plus 20% if the shop is large, no adjustment if the shop is medium-sized, and minus 10% if the shop is small.

Powdered gems may be prepared by any gem dealer. If the spell caster wishes to have his own gems powdered by a jeweler, the cost is 10% of the value of the gem(s).

Gold and silver items can be made by goldsmiths and silversmiths; this is described in more detail in the section on fabricated items. Jewelers and moneylenders can provide certain gold items, including gold dust, gold coins, and some

fabricated items. Silversmiths can make the full range of silver items; so can many jewelers.

Table IV
Gems

Level of rarity of gems:	
Ornamental stones	Common
Semi-precious stones	Uncommon
Fancy stones	Scarce/Rare *
Gem stones	Rare/Very Rare *
* - Within the categories of gems, some are noted as having a base price five times higher than average. These should be treated as being one rarity level higher than others in the same category.	

Gems used in spells:

Agate	Ornamental/ Common
Amber	Fancy/Scarce
Amethyst (crushed)	Fancy/Scarce
Citrine	Semi-Precious/ Uncommon
Corundum	Gem/Rare
Diamond	Gem/Very Rare
Moonstone	Semi-Precious/ Uncommon
Opal, Black	Gem/Rare
Pearl	Fancy/Scarce
Pearl, Black (crushed)	Fancy/Rare
Ruby (powdered)	Gem/Very Rare
Sapphire, White	Gem/Rare
Topaz	Fancy/Scarce

Several spells call for a "large gem" or "a gem worth at least 5,000 gp." These should always be treated as Gem Stones (Rare), except those of 5,000 gp or greater value, which should be treated as Gem Stones (Very Rare).

Going shopping

Of course, not all communities have a magic store, or an alchemist, or even an expedition outfitter. Not all stores which do carry material spell components as such will have all the items in stock that a spell caster may desire. In addition, as noted, the prices that magic dealers charge is well in excess of the going prices on the open market.

The following table is a master list of material spell components, their level of rarity, their "normal" cost (perhaps subject to change based on demand or availability), and a list of shops or other sources where they might be obtained. Not all communities will have all the various types of stores listed; some will have stores not listed. If a player wishes to attempt to buy material spell components in a shop not described in the following table, the DM should allow it if, in his opinion, there is a reasonable chance that the shop might carry the desired item. Omitted from this list are gem stones, holy symbols, and fabricated items, all of which are discussed in other sections of this text.

The rarity of each item was determined assuming a temperate (European) climate and the proper season, especially for botanical products. If this does not describe your

campaign situation, the DM should adjust the rarity level and cost accordingly.

It will be necessary for the spell caster to purchase or obtain appropriate containers for the components, and to spend time preparing the mixtures for rapid casting. This should be a part of preparing and memorizing spells prior to an adventure. Failure to do this will substantially extend the spell casting times listed in the Players Handbook, which assume that the material spell components are ready and available.

Sources already described — magic shops, expedition outfitters, alchemist shops, druid orders, cleric temples, and jewelers — are not listed except when those stores are the optimum (or only) place to get a certain item.

The base chance for one of the listed stores to have the given component is 100%, adjusted by the item's level of rarity and the size of the city/town.

Table V
Material spell components

Acid, strong (Uncommon; 1 gp/oz.): alchemist, brickmaker, engraver, stonemason
Acorns (Common; 5 cp/lb.): druid, gathering
Adder stomach (Scarce; 5 gp/ea.): magic shop
Alcohol, grain (Common; 1 gp/qt.): alchemist, barber, dyer, jeweler, painter, paper/ink maker, perfumer, physician, tanner
*Alkaline salts*¹ (Scarce; 5 gp/oz.): alchemist, gathering, physician
Alum (Uncommon; 1 gp/oz.): alchemist, barber, dyer, paper/ink maker, perfumer, physician
*Amaryllis (Hypoxis) stalk*² (Rare; 24 gp/doz.): botanist, druid, flower shop
Animal hoof, powdered (Uncommon; 1 gp/oz.): alchemist, physician, stable, veterinarian
Bag, tiny (Common; 15 sp/ea.): leatherworker, moneylender, tailor, tanner
Bark, tree / Bark chips (Common; 1 cp/lb.): carpenter, druid, gathering, lumber mill
Bat fur/Bat guano/Bat hairs (Scarce; 10 gp/oz.): gathering, magic shop
Bead, crystal or glass (Common; 5 sp/ea.): glassblower, jeweler
Beeswax (Everyday; 1 cp/oz.): beekeeper, bowyer/fletcher, food store
Bell, small (Uncommon; 20 gp/ea.): bellmaker, clockmaker, jeweler, musical instrument maker, smith
Berries, edible fresh (Common in season, 1 sp/lb.; Rare out of season, 15 gp/lb.): druid, food store, gathering
*Bitumen*³ (Uncommon; 5 gp/oz.): alchemist, barrelmaker, carpenter, shipmaker
Blood, black dragon (Very Rare; 500 gp/oz.): alchemist, magic shop
*Blood, human*⁴ (Rare; 100 gp/oz.): alchemist, druid, magic shop, physician
Blood, mammal (Uncommon; 1 gp/oz.): alchemist, butcher
Bone, powder or shard (Common; 1 gp/lb.): alchemist, butcher, magic shop, physician

Bone, powder or shard (Common; 1 gp/lb.): alchemist, butcher, magic shop, physician
Bone from undead (Rare; 50 gp/ea.): alchemist, magic shop
Brandy, drop (Common; 1 gp/pt.): tavern, winemaker
Brass dust (Common; 5 sp/oz.): armorer, smith, weapon maker
Brazier (Uncommon; 25 gp/ea.): candlemaker, smith, temple
*Bromine salts*⁵ (Scarce; 5 gp/oz.): alchemist, saltmaker
Bronze disc (Common; 15 sp/ea.): armorer, engraver, smith
Bull's horn, carved (Uncommon; 1 gp/ea.): carver, stable
Burrs (Everyday; 1 cp/oz.): gathering, stable
Butter (Everyday; 5 cp/lb.): dairy, farm, food store, tavern
Candles, various types (Everyday, 1 cp/ea., for tallow; Common, 1 sp/ea., for wax; Uncommon, 1-6 gp/ea., for special candles): candlemaker
Carbon (Common; 1 cp/oz.): candlemaker, paper/ink maker, smith
Carp, live miniature (Scarce; 1 sp/ea.): bait shop, fishmonger
Carrot, dried or powdered (Scarce; 1 sp/oz.): alchemist, food store, herbalist
*Castor beans*⁶ (Rare; 10 gp/oz.): alchemist, dyer, perfumer, physician
Caterpillar cocoon (Uncommon; 5 sp/ea.): druid, gathering, silkmaker
Chalk (Common; 1 sp/stick): quarry
Charcoal: see Carbon
Citric acid (lemon or lime juice) (Uncommon; 1 gp/pt.): food store
Clay (Common; 1 gp/lb.): artist/sculptor, brickmaker, potter
Cloth (Everyday; 1-10 gp/yd.): clothmaker, sailmaker, spinner, tailor, weaver
Club, oaken (Common; 1 gp/ea.): weapon shop, woodcarver
Coal (Common; 1 gp/lb.): brickmaker, quarry, smith
Cone, crystal or glass (Scarce; 10 gp/ea.): glassblower, jeweler
Copper piece (Everyday; 1 cp/ea.): moneylender
Copper wire, fine (Common; 1 gp/ft.): smith
Corn extract (Common; 2 sp/lb.): alchemist, food dealer, herbalist
Crickets, live (Uncommon; 1 gp/ea.): bait shop, gathering
Crystal (Uncommon; 1-10 gp/ea.): glassblower, jeweler
Dart (Common; 5 sp/ea.): weapon shop
Demon ichor (Type I, Very Rare, 500 gp/oz.; Type II, Very Rare, 750 gp/oz.; Type III, Very Rare, 1000 gp/oz.): alchemist, magic shop
Dirt (Everyday; free): gathering
Dirt, graveyard (Common; 1 gp/oz.): graveyard, temple
Down (Common; 1 sp/lb.): bowyer/fletcher, farm
Dragon bones (Rare; 500 gp/set): magic shop

Drum, small (Uncommon; 10 gp/ea.): musical instrument shop
Dung (Everyday; 1 gp/lb., packaged): stable
Dust (Everyday; free): gathering
Eagle eye (Rare; 20 gp/ea.): alchemist, magic shop
Egg, rotten (Uncommon; 1 cp/ea.): farm, food dealer
Eggshell (Common; 1 cp/ea.): farm, food dealer
Elixir made from the juice of dried plums and the oil of 5-8 beans of a castor plant (Rare; 50 gp/oz.): alchemist
Evergreen (Common; 1 sp/lb.): druid, lumber mill
Eyelash, normal (Everyday; free): gathering
Eyelash of basilisk, ki-rin, ogre mage, or other spell-using creature (Very Rare; 100 gp/ea.): alchemist, magic shop
Fan (Common; 1-6 gp/ea.): clothing store, tailor
Fat (Everyday; 1 cp/lb.): farm, food store, tavern
Feather, wing/White / owl (Common; Uncommon; 1-6 gp/ea.): farm, gathering, tailor
Feather, exotic (Scarce; 10-20 gp/ea.): clothing store, tailor
Firefly, live (Uncommon; 1 sp/ea.): gathering
Firefly, tail (Uncommon; 5 sp/ea.): magic shop
Fleece (Common; 1 gp/lb.): farm, fuller, tailor, weaver
*Flesh, human*⁷ (Rare; 50 gp/bit): alchemist, magic shop, physician
Flint (Common; 10 sp/ea.): armorer, candle maker, smith, tobaccoconist, weapon maker
Flower petal (Everyday; free): gathering
Flour, white (Common; 1 sp/lb.): food store, miller
Fool's gold: see Iron Pyrite
Fur (Common; 1-20 gp/skin): farm, fuller, furrier, tailor
Garlic (Common; 5 cp/bud): food store, herbalist, tavern
Gauze (Common; 1 sp/yd.): physician, weaver
Glass (Uncommon; 10 gp/sq. ft.): glassblower
Glove (Common; 1-6 gp/pr.): leatherworker, tailor
Glove, snakeskin (Scarce; 25 gp/pr.): tailor
Gold (Uncommon; price varies by weight and workmanship, base value 1 gp/1 gp wt.): goldsmith, jeweler, moneylender
Grain (Everyday; 1 sp/lb.): bakery, brewery, farm, food store, miller, stable, tavern
Granite, dust or block (Common; 1 sp/oz.): mason, quarry
Grasshopper hind legs (Uncommon; 5 sp/ea.): gathering, magic shop
*Gum arabic*⁸ (Uncommon; 2 gp/oz.): alchemist, bakery, candy maker, physician
Gut (Uncommon; 1 gp/yd.): butcher, musical instrument shop
Hairs from a strong animal (Common; 1 cp/bunch): gathering, stable

SPELL MECHANICS, MATERIAL COMPONENTS

- Hammer, war* (Common; 1 gp/ea.): weapon maker
Hawk eye (Scarce; 15 gp/ea.): alchemist, hawk, magic shop
Heart of a hen (Uncommon; 1 sp/ea.): butcher, farm
Herbs, various (Uncommon/Rare; 2-40 gp/oz.): alchemist, herbalist
Herring scales, powdered (Uncommon; 2 gp/oz.): alchemist, fishmonger, herbalist
Holly (Common; 5 sp/oz.): druid, gathering
Honey/honeycomb (Everyday; 1 sp/pt.): alchemist, beekeeper, farm, food store
Horn, carved (Uncommon; 1 gp/ea.): carver, stable
*Humus*⁹ (Common; 1 cp/lb.): farm
*Ice or snow*¹⁰ (Varies)
Incense (Common; 1 gp/stick): candle-maker, perfumer, temple
Inks, special (Scarce, 100-500 gp/oz.; Rare, 600-1000 gp/oz.): alchemist
Ink, normal or lead-based (Uncommon; 10 gp/oz.): alchemist, paper/ink maker
Iron, various shapes and sizes (Common 1-6 gp/ea.): smith, weapon maker
Iron pyrite (Uncommon; 5 gp/lb.): alchemist, magic shop
Jade circlet (Rare; 5000 gp): jeweler
Lampblack (Common; 3 cp/oz.): candle-maker, illuminator/scribe, painter, paper/ink maker
Lard (Common; 2 cp/lb.): farm, food store, tavern
Leaf (Everyday; free): gathering
Leaf from poison ivy, oak, or sumac (Common; 1 sp/ea.): druid, gathering
Leather loop (Common; 1-6 sp/ea.): leatherworker, tailor
Leather blessed by cleric (Uncommon; 100 gp/ea.): leatherworker or tailor + cleric/temple
Leek, crushed (Common; 5 cp/ea.): food store, tavern
Licorice root, shaving (Scarce; 15 sp/oz.): alchemist, food store, herbalist, physician, tavern
Lime, powdered or crushed (Uncommon 1 gp/lb.): alchemist, quarry, stonemason
Loam (Common; 1 gp/lb.): brickmaker, farm, foundry, quarry, smith
Lodestone (Rare; 25 gp/ea.): astronomer/navigator, chandler, magic shop
Magnets: see Lodestone
Mandrake root (Scarce; 15 sp/ea.): alchemist, herbalist, physician
Marble, polished (Uncommon; 1 gp/cu. in.): mason, quarry
Marigold (Common; 1 cp/ea.): druid, flower shop, gathering
Mercuric-nitric crystals (Rare; 50 gp/oz.): alchemist, physician
*Mercury*¹¹ (Scarce; 25 gp/oz.): alchemist, physician
Metal bar: rod, nail (Common; 1-6 cp/ea.): barrelmaker, carpenter, smith, weapon maker
Mica (Uncommon; 1 gp/cu. in.): mason, quarry
Milkfat, solidified (Common; 5 sp/pt.): dairy, food store
Mirror, silver (Uncommon; 20 gp/ea.): jeweler, silversmith
Mistletoe, borrowed (Uncommon; 10 sp/sprig): gathering
Mistletoe, greater (Scarce; as per *Players Handbook*)
Mithral plate (Rare; 50 gp/1gp wt.): armorer, jeweler, smith, weapon maker
*Moonseed plant*¹² (Scarce; 5 gp/ea.): druid, flower shop, herbalist
Mud (Everyday; free): gathering
Mushroom spores (Rare; 50 gp/oz.): alchemist, herbalist, physician
Nettle leaves, crushed (Uncommon; 10 gp/oz.): alchemist, druid, herbalist, physician
Nitre: see Saltpeter
Nut shells (Common; 1 sp/lb.): food store, gathering
Oak bark / leaf (Common; 1 sp/lb.): druid, gathering
Octopus (giant) tentacle (Rare; 50 gp/ea.): fishmonger
Oil (Common; 1 gp/flask): alchemist, candlemaker
Oil, sweet / oil refined from hickory and walnuts (Uncommon; 5 gp/flask): alchemist, bakery
Ointment of very rare mushroom powder, saffron and fat (Very Rare; 500 gp/oz.): alchemist, herbalist
Ointment of oil, poppy dust, and pink orchid essence (Rare; 150 gp/oz.): alchemist, herbalist
Paddle, wooden (Common; 1 sp/ea.): carpenter, woodcarver
Parchment (Common; 10 sp/sheet): illuminator, paper/ink maker, scribe
Peas, split dry (Common; 3 cp/lb.): food store
Phosphorus (Uncommon; 5 gp/oz.): alchemist, glassblower, physician
Pigments (Uncommon; 1-6 gp/oz.): alchemist, painter
Pine /pine cone (Common; 1 cp/ea.): druid, gathering
Pine tar (Common; 5 sp/pt.): alchemist, carpenter, painter, physician
Pins, silver (Uncommon; 1 sp/ea.): jeweler, silversmith
Pitch (Common; 5 sp/pt.): carpenter, painter, physician
Plant, green (Everyday; free): gathering
Plums, dried (Common; 2 cp/doz.): food store
Pork rind (Common; 5 cp/lb.): butcher, food store, tavern
Potion of heroism or superheroism (Rare; 500/700 gp/ea.): alchemist
Prayer beads / Prayer wheel / Prayer book (Common; 1-100 gp/ea.): temple
Prism, mineral (Uncommon; 5 gp/ea.): glassblower, jeweler
Quicksilver: see Mercury
Quartz, rock crystal, smoky quartz (Uncommon; 1-6 gp/ea.): glassblower, jeweler
Raisin (Common; 3 cp/lb.): food store
Ram's horn (Uncommon; 15 sp/ea.): farm
Reed (Common; 1 cp/lb.): gathering, mill, weaver
Resin (Common, 1 gp/oz. for ordinary sort; Uncommon, 5 gp/oz. for resin from camphor tree): alchemist, musical instrument shop, painter, paper/ink maker, physician
Rhubarb leaf, powdered (Uncommon; 5 sp/oz.): alchemist, herbalist
Roc eye (Very Rare; 500 gp/ea.): alchemist, magic shop
Rock (Everyday; free): gathering
Rod of amber, crystal, or glass (Uncommon; 15 gp/ea.): glassblower, jeweler
Rope (Common; 50' for 4 sp): expedition outfitter, ropemaker
Rose petals (Common; 1 sp/ea. rose): flower shop
Salt /Rock salt (Common; 1 gp/lb.): food store, herbalist
Saltpeter (Uncommon; 1 gp/oz.): stable, quarry
Sand, fine / colored (Uncommon; 1 gp/oz.): clockmaker, gathering
Scroll (Uncommon-Scarce; 10-60 gp/ea.): illuminator, paper/ink maker, scribe
Seashell (Common; 1 sp/ea.): fishmonger, gathering, jeweler
Sesame seeds (Uncommon; 2 gp/lb.): herbalist
Shamrock leaf (Uncommon; 5 sp/ea.): druid, gathering
Silk, various (Scarce; 50-300 gp/yard): clothier, tailor, trader/importer, weaver
Silver (Common; price varies by weight and workmanship): jeweler, silversmith
Sinew from strong animal (Uncommon; 1 gp/ea.): alchemist, butcher
Skunk cabbage leaves (Uncommon; 1 gp/cabbage): druid, gathering
Slug (giant) digestive juice (Rare; 50 gp/flask): alchemist
Smoke (Everyday; free): any fire source
Snake scales / skin / tongue (Scarce; 6-12 gp/ea.): alchemist, magic shop
Snow: see Ice and snow
Soot: see Lampblack
Spectre, essence of (Very Rare; 750 gp/oz.): alchemist, magic shop
*Spell books*¹⁴ (Rare; 1000 gp + 100 gp/spell level): magic shop
*Spell books, travelling*¹⁴ (Rare; 500 gp + 100 gp/spell level): magic shop
Spheres of crystal, glass, or mineral (Uncommon; 5 gp/ea.): glassblower, jeweler
Spider, live (Uncommon; 1 gp/ea.): gathering, magic shop
Spider web (Everyday; 1 gp/web): alchemist, gathering, magic shop
Squid (giant) tentacle (Rare; 50 gp/tentacle): fishmonger
Squid secretion (Rare; 50 gp/flask): alchemist
Stalactites (Scarce; 5 gp/ea.): gathering
Steel (Uncommon; 10-60 gp/sq. yd.): smith
Stone, small (Everyday; free): gathering
Stone, square chip (Common; 1 cp/ea.): mason, quarry
Straw (Common; 5 sp/bale): farm, stable
String, piece (Everyday; 1 cp/yard): clothing store, any craft shop, tailor, weaver
Stylus (Uncommon; 1 gp/ea.): engraver, paper/ink maker, scribe/illuminator

Sugar (Common; 1 gp/lb.): food store, herbalist, tavern
Sulphur (Uncommon; 1 gp/oz.): alchemist, physician
Sumac (Uncommon; 1 gp/oz.): druid, gathering
Talc (Uncommon; 1 gp/oz.): alchemist, beauty shop
Tallow (Common; 1 cp/lb.): candlemaker
Tea, herb (Uncommon; 1-6 gp/lb.): herbalist
Thread (Common; 1 sp/spool): clothing store, tailor
Thorns (Common; 1 sp/lb.): druid, gathering
Tort, minute (Common; 3sp/ea.): bakery
Tortoise / Turtle shell (Common; 3 sp/ea.): fishmonger, jeweler
Treacle (Common; 5 sp/qt.): alchemist, food store, physician, tavern
Twigs (Everyday; free): gathering
Umber hulk blood (Very Rare; 750 gp/flask): alchemist
Vampire dust (Very Rare; 1000 gp/oz.): alchemist, magic shop
Vellum (Rare; 50 gp/sheet): paper/ink maker, scribe/illuminator
Viz-million (Uncommon; 10 gp/oz.): alchemist, dyer, paper/ink maker
Vestments, clerical (Uncommon; 100-600 gp/set): tailor, temple
Vial (Common; 1 gp/ea.): alchemist, glassblower
Vinegar (Common; 5 cp/qt.): food store, tavern, wine shop
Water (Everyday; free): gathering
Wax (Common; 1 sp/lb.): candlemaker
Whitewash (Common; 1 gp/gal.): painter
Willow or other flexible wood (Common; 1 cp/yd.): carpenter, druid, gathering, lumber yard
Wood, small piece (Everyday; free): gathering
Wool (Common; 1 cp/oz. unwoven, 1-20 sp/yd. woven): farm, fuller, tailor, weaver
*Wytchwood*¹⁵ (Uncommon; 5 gp/piece): druid
Yellow-tinted glass, crystal, or mica (Uncommon; 1-6 gp/ea.): glassblower, jeweler

- 1 — Alkaline salts are found in natural water and arid soils.
- 2 — Amaryllis (Hypoxis) stalks are native to southern Africa, and would be Uncommon in that climate. They are also known as "Belladonna lilies."
- 3 — Bitumen is obtained by distillation from coal or petroleum, and is occasionally found naturally.
- 4 — Human blood is actually not rare, but because its indiscriminate gathering is likely to cause trouble with the local authorities, it is a troublesome substance to obtain.
- 5 — Bromine salts are obtained from seawater, and are only Uncommon in the vicinity of the ocean.
- 6 — Castor beans are native to tropical Africa and Asia, and are Common in similar climates.

- 7 — Human flesh poses the same problem as human blood; see Note 4 above. Both can be "gathered" by the spell caster, of course, but watch out for alignment problems.
- 8 — Gum arabic is a gum resin exuded by various African trees of the genus *Acacia*. Because it travels well, and has many uses, it is only Uncommon.
- 9 — Humus is found in compost heaps. It is not made from chick peas.
- 10 — Ice or snow is Common or Everyday in appropriate climates, and unavailable without magic in other climates.
- 11 — Mercury has been known since ancient times, but was thought to have uses only in alchemy and medicine. It is also known as quicksilver (q.v.).
- 12 — Moonseed plants are found in moderate, temperate, European climates.
- 13 — For a pineal gland from human or humanoid creature, see Notes 4 and 7, above.
- 14 — Spell books and travelling spell books are treated in detail in issue #62 of DRAGON Magazine and the BEST OF DRAGON Vol. III anthology. If the spell caster desires to make his own, the cost will be the same.
- 15 — Wytchwood is also known as Wytch Elm or Witch Elm, and is found in temperate climates.

Fabricated items

Certain material spell components must be specially made, either by skilled craftsmen or by the spell caster personally. The following table provides information on those components which must be fabricated, who can do the work, how much the work costs, and how long it will take. (*Editor's note: Tables VI, VII, and VIII hereafter include mentions of some spells that are not part of the AD&D rules, but which were described as official new spells in past issues of DRAGON Magazine. The issue in which each of those spell descriptions appears is indicated by the reference following the spell name.*)

Table VI

Fabricated material spell components

- Augury* (cleric): A set of gem-inlaid sticks. These sticks can be manufactured by a jeweler in 1-4 weeks at a cost of 500 gp per set.
- Plane shift* (cleric): A small, forked metal rod. Tuning forks can be made by a smith or musical instrument maker in 1-6 days for 25 gp, tuned.
- Changestaff*, #71 (druid): A staff of ash, oak, or yew wood made from the limb of a tree which had been struck by lightning within the past 24 hours. Obtaining the tree limb requires one full day of searching following a lightning storm. If your campaign has no system to determine the occurrence of such a storm, assume a 10% chance plus 1% per day, cumulative. There is a base 50% chance of finding such a tree. Searchers may be hired to help in this

search. Normal searchers add 10% to the chance for each additional person; their cost is determined as per the DMG, pg. 29. Druids or rangers add 25% per person, and cost 150 gp per day to hire. Having the limb carved into a staff will take a trained woodcarver 1 week + 1-6 days, and will cost 250 gp.

Levitate (magic-user): A piece of golden wire bent into a cup shape with a long shank on one end. A goldsmith can manufacture this in one day for a cost of 100 gp.

Deeppockets, #67 (magic-user): A tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends. A tailor can manufacture this in one day at a cost of 100 gp.

Whip, #67 (magic-user): A small bit of silk braided into a miniature whip. A tailor can manufacture this in 1-3 days for a cost of 15 gp.

Clairaudience (magic-user): A small silver horn of 100 gp value. This can be manufactured by a silversmith in 7-12 days for 100 gp.

Tongues (magic-user): A small clay model of a ziggurat. This can be manufactured by a potter, sculptor, or mason for 100 gp in 7-12 days.

Melf's Minute Meteors, #67 (magic-user): A small golden tube, 1000 gp cost. This can be manufactured by a goldsmith or jeweler in 14-21 days for 1000 gp.

Dig (magic-user): Miniature shovel and tiny bucket. A smith, jeweler, or other craftsman can make these items in 1-3 days for 50 gp.

Rary's Mnemonic Enhancer (magic-user): An ivory plaque of at least 100 gp value. This can be carved by a jeweler, sculptor, or carver for 100 gp in 7-12 days.

Magic mirror, #67 (magic-user): A silver mirror of 1000 gp cost. This can be manufactured by a silversmith for 1000 gp in 14-21 days.

Leomund's Secret Chest (magic-user): An exceptionally well-crafted and expensive chest costing at least 5000 gp, and a tiny replica, perfect in every detail. The chance of finding a master craftsman capable of this work is 50% adjusted by the size of the city. The cost of doing the work is 5000 gp + (50-5000) gp. The replica costs 2500 gp + (25-2500) gp. The work will take 7-12 months.

Mordenkainen's Faithful Hound (magic-user): A tiny silver whistle. A silversmith can manufacture such a whistle in 7-12 days for 50 gp.

Sending, #68 (magic-user): Two tiny cylinders, each with one open end, connected by a short piece of copper wire. A smith can manufacture this device in 1-8 days for 50 gp.

Legend lore (magic-user): Strips of ivory formed in a rectangle. This can be made by a jeweler or sculptor in 1-3 days for 100 gp.

Project image (magic-user): A small replica (doll) of the magic-user. For 100% spell effectiveness, this doll should be prepared by a witch or magic-user, at a cost of 300 gp in 1-4 weeks. A sculptor or tailor could produce such a doll for 100 gp, but

SPELL MECHANICS, MATERIAL COMPONENTS

the spell would only have 50% effectiveness in terms of range and duration.

Repulsion (magic-user): A pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony. A skilled carver or craftsman could make this device in 7-14 days for 200 gp.

Spiritwrack (magic-user): An illuminated sheet of vellum. Although the final product of this spell must be personally produced by the magic-user, the vellum can be illuminated by a trained scribe in 7-14 days for 200 gp.

Contingency, #68 (magic-user): An elephant ivory statuette of the magic-user. This can be carved by a good sculptor in 1-4 weeks for 1500 gp.

Duo-dimension (magic-user): A thin, flat ivory likeness of the spell caster, gold filigreed, enameled, and gem-studded at a cost of 5000-10000 gp. This can be manufactured by a trained sculptor in 2-8 weeks at a cost of 5000 gp + (d6 × 1000) gp.

Mordenkainen's Sword (magic-user): A miniature platinum sword with grip and pommel of copper and zinc at a cost of 500 gp. A good smith could manufacture this in 1-4 weeks at the listed cost.

Mordenkainen's Magnificent Mansion, #68 (magic-user): A miniature portal carved from ivory. This can be carved by a jeweler, sculptor, or trained carver in 7-14 days for 250 gp.

Volley, #68 (magic-user): A bit of bent willow or other flexible wood, crisscrossed with specially prepared strands of gut. A carpenter or musical instrument maker can build this in 1-6 days for 100 gp.

Bigby's Clenched Fist (magic-user): A small device consisting of four rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest, the whole fashioned of an alloyed metal of copper and zinc. A smith can manufacture a set of brass knuckles in 1-6 days for 100 gp.

Hypnotic pattern (illusionist): A crystal rod filled with phosphorescent material. This can be made by a glassblower in 7-14 days for 300 gp.

Variable spells

Some spells have material components which vary with each casting. The spell caster should write down the material components to be used, and where he intends to get them, prior to casting. The DM, using the guidelines in the Players Handbook and this article, can then determine availability and costs, as well as the effectiveness of the proposed spell components. Expensive, rare, or particularly well-chosen materials should result in full (or even slightly improved) spell effectiveness; a half-hearted attempt to satisfy the material requirements should be penalized.

Table VII

Variable spells

Druid spells:

Animal friendship
Slow poison
Trip

Magic-user spells:

Mount, #67
Dismissal/Beckon, #68
Fabricate, #68
Enchant an item
Legend lore
Banishment, #68
Clone
Binding, #68

Illusionist spells:

Minor creation
Vision
Mirage arcane, #66

Reusable items

Most material spell components vanish upon use. A few, however, survive. Such reusable items are particularly desirable for spell casters.

The following table lists all such material spell components. In some cases, it is not clear from the spell description whether the item is meant to be reusable or not; in those cases, a "(?)" follows the item. In the absence of official rulings on these items, the DM should use discretion in making the items either reusable or expended.

Table VIII

Reusable material spell components

Cleric spells, various: holy symbol

Sanctuary: a small silver mirror
Augury: a set of gem-inlaid sticks or dragon bones
Locate object: a piece of lodestone (?)
Atonement: prayer beads, prayer wheel, or prayer book
Find the path: divination counters favored by the cleric (as for augury)
Control weather: prayer beads

Druid spells, various: mistletoe or holly

Shillelagh: an oaken club
Changestaff, #71: a staff of ash, oak, or yew wood made from the limb of a tree which had been struck by lightning within the past 24 hours.

Magic-user spells:

Read magic: a clear crystal or mineral prism (?)
Bind, #67: rope or ropelike object (?)
Clairaudience: a small silver horn of 100 gp value (?)
Lightning bolt: a bit of fur and an amber, crystal, or glass rod (?)
Detect illusion, #67: a piece of yellow-tinted glass, crystal, or mica (?)
Melf's Minute Meteors, #67: a small golden tube of 1000 gp cost
Magic mirror, #67: a silver mirror of 1000 gp cost

Leomund's Secret Chest: two custom-fabricated chests

Magic jar: a large gem or crystal (?)

Mordenkainen's Faithful Hound: a tiny silver whistle (?)

Project image: a small replica (doll) of the magic-user (?)

Contingency #68: an elephant ivory statuette of the magic-user (?)

Cacodemon: a brazier

Trap the soul: a very large and expensive gem (?)

Illusionist spell:

Hypnotic pattern: a crystal rod filled with phosphorescent material

Spell substitutions

Sometimes, material spell components can't be found. The Players Handbook, pg. 64, notes that "Substitute materials might be allowed. This is up to your Dungeon Master. It should be noted that such substitutions could affect spell range, duration, area of effect, effect, etc." If you decide to allow substitutions, their effectiveness should be judged on (a) effectiveness and (b) expense.

In the AD&D magic system, material spell components tend to either follow the Laws of Magic or are puns or modern-day references. Good material spell component substitutions should have the same characteristics.

The Laws of Magic require that the method of the spell be an analog to reality in some way. The Law of Similarity, for example, states that events resemble causes, which is the principle behind pouring water on the ground as part of a rain dance. The Law of Contagion, which states that things once in contact continue to interact from a distance after separation, is the principle behind a voodoo doll.

Examples of modern-day references and puns in the AD&D magic system include the brass knuckles in *Bigby's Clenched Fist* (the glove itself is an example of the Law of Similarity), or the tin-can telephone in *sending* (issue #68), which implies the Law of Contagion.

Higher-level spells generally have more expensive material spell components than lower-level spells. The addition of high-cost components may increase spell effectiveness, at the discretion of the DM. This should not exceed the addition of one level to the spell caster's level for casting effectiveness for each doubling of the cost of material spell components.

Of course, poorly chosen or cheap material spell components will substantially lower spell effectiveness, or possibly not work at all . . . but the spellcaster may not know this in advance.

Selling material components

A party of adventurers that kills a black dragon, an umber hulk, a spectre, etc., might elect to take the blood, ichor, or essence back to civilization to sell to the local alchemist or magic shop. This is a good way for a resourceful party to make some extra money.

The price an alchemist or magic shop will offer will only be half the sale price as listed in Table V — if very large quantities are offered for sale, the offering price will plummet to as low as one-tenth. Of course, if the party has sold several gallons of black dragon blood to an alchemist, the level of rarity in that area of the campaign world should drop considerably.

Magic shops and some expedition outfitters might want to buy magic items, potions, and scrolls found by the party which are surplus to their needs. The price offered will run about one-half the sale price in the *Dungeon Masters Guide*. If a party member wants to buy an item back, he will, of course, be charged full price.

At the *Dungeon Master's* discretion, magic shops may have a few select enchanted items, scrolls, etc., for sale. These can either be generated randomly, using the tables on pp. 121-125 of the *DMG*, or selected by the DM. As always, the DM should not allow a randomly generated result to allow an item of too great power into the party's hands.

Using the system

Greycloak, a 5th level magic-user, is preparing for a several-week expedition to defeat the evil wizard Ashlock, who inhabits an old, evil dungeon in the mountains. Because he must travel light, he has obtained and prepared a travelling spell book (500 gp) with the spells *charm person*, *magic missile*, *sleep*, *stinking cloud*, *forget*, and *phantasmal force* (1000 gp to inscribe). Fortunately, *charm person*, *magic missile*, and *forget* have no material components.

Using the spell descriptions in the *Players Handbook* and the tables in this article, Greycloak makes the following list:

Sleep: a pinch of fine sand (Uncommon; 1 gp/oz.), rose petals (Common; 2 sp/ea.), or a live cricket (Uncommon; 1 gp/ea.)

Stinking cloud: a rotten egg (Uncommon; 1 cp/ea.) or several skunk cabbage leaves (Uncommon; 1 gp/cabbage).

Phantasmal force: a bit of fleece (Common; 1 gp/lb.)

Greycloak has paid 500 gp to the local magician's guild in dues to use the guild's private magic shop. In order to make sure he has ample supplies for the upcoming adventure, he wants to buy ten sets of ingredients for each spell.

The magic shop is located in a medium-sized town (-10%), and is run by a 3rd level magic-user (no adjustment). *Sleep* is a first-level spell, so the base chance to have the most rare item (Uncommon, -10%) is 80%. Greycloak rolls less than 80% ten times, and receives ten packets of fine sand and/or rose petals in a waterproof box, for which he pays 100 gp.

The next item on Greycloak's shopping list is the ingredients for *stinking cloud*, a second-level spell with Uncommon components. Again, there is an 80% chance that the components will be in stock, but this time Greycloak rolls an 85% on his fifth roll, meaning that he can only buy four sets of components here, for a price of 20 gp each, or 80 gp. "Make sure they're packaged tightly," Greycloak growls. "Last time the party made me stay twenty feet downwind!"

Because he still needs six rotten eggs (or skunk cabbage leaves), he decides to visit the local alchemist. He could, of course, visit a farm or a food dealer, but he wants to make sure that the ingredients are pre-packaged. There is a base 40% chance that the local alchemist will sell material spell components; the roll is successful. The chance of the items being in stock is 100% (base) -20% (alchemist) -10% (medium town) -10% (Uncommon component) = 60%. This time, Greycloak succeeds in making six rolls, and finishes his purchase for a price of 15 gp/level x 2 levels x 6 sets =

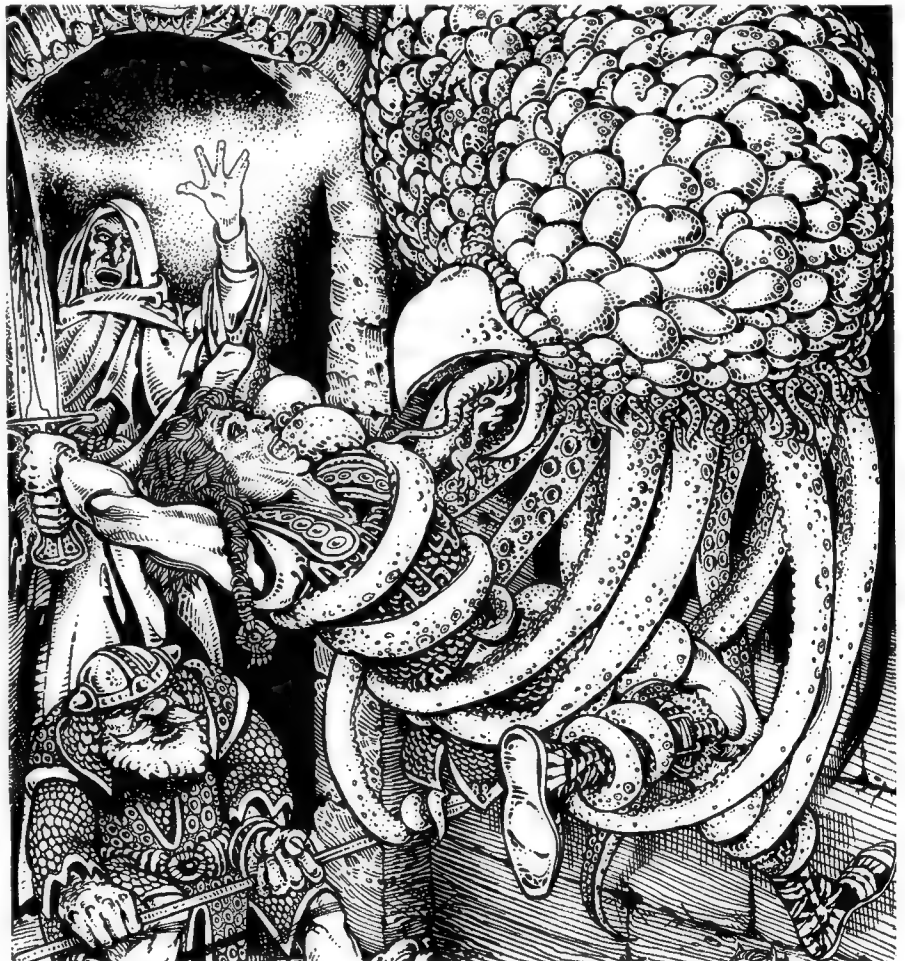
180 gp. He grumbles at paying the higher price, but likes the odor-proof containers.

The third item on his list, fleece for the *phantasmal force* spell, would cost 30 gp for each casting. "Outrageous, what these magic dealers get away with," Greycloak mutters. He visits the local fuller, which is 90% likely to sell fleece, a Common item. He buys a pound of fleece for 1 gp, and spends another gold piece to have his purchase wrapped.

Finally, all the preparation is complete. His horse has been groomed and fed by stableboys, his dagger sharpened, all his magic items carefully checked and ready for use. "Now for a good night's sleep," Greycloak says to himself, and yawns. "And on the morrow, the adventure begins!"

Conclusion

I hope this information will allow the more active use of material spell component rules in your campaign. Properly used, material spell components add to the romance and realism of magic use, and somewhat restrict the power of spell casters. They also provide an interesting method of siphoning off excess cash, and ways for a clever party to obtain extra gold pieces. And, by giving people a reason to visit more stores and shops in your favorite city or town, they will meet more non-player characters, hear more rumors, and become more involved in the day-to-day life of your world.



SPELL TABLES

Note: *Italicized spells* in this list originally differentiated between Players Handbook & Unearthed Arcana listings. As all spells are presented alphabetically here, italicization remains as historical artifice.

Number	1st Level (p 34)	2nd Level (p 38)	3rd Level (p 42)
1	Bless	<i>Aid</i>	Animate Dead
2	<i>Ceremony</i>	<i>Augury</i>	<i>Cloudburst</i>
3	<i>Combine</i>	<i>Chant</i>	Continual Light
4	Command	Detect Charm	Create Food & Water
5	Create Water	<i>Detect Life</i>	Cure Blindness
6	Cure Light Wounds	<i>Dust Devil</i>	Cure Disease
7	Detect Evil	<i>Enthrall</i>	<i>Death's Door</i>
8	Detect Magic	Find Traps	Dispel Magic
9	<i>Endure Cold/Heat</i>	Hold Person	<i>Feign Death</i>
10	<i>Invisibility to Undead</i>	<i>Holy Symbol</i>	<i>Flame Walk</i>
11	Light	Know Alignment	Glyph of Warding
12	<i>Magic Stone</i>	<i>Messenger</i>	Locate Object
13	<i>Penetrate Disguise</i>	Resist Fire	<i>Magical Vestment</i>
14	<i>Portent</i>	Silence 15' Radius	<i>Meld Into Stone</i>
15	<i>Precipitation</i>	Slow Poison	<i>Negative Plane Protection</i>
16	Protection From Evil	Snake Charm	Prayer
17	Purify Food & Drink	Speak With Animals	Remove Curse
18	Remove Fear	Spiritual Hammer	<i>Remove Paralysis</i>
19	Resist Cold	<i>Withdraw</i>	Speak With Dead
20	Sanctuary	<i>Wyvern Watch</i>	<i>Water Walk</i>



Number	4th Level (p 45)	5th Level (p 48)	6th Level (p 51)	7th Level (p 53)
1	<i>Abjure</i>	<i>Air Walk</i>	Aerial Servant	Astral Spell
2	<i>Cloak of Fear</i>	<i>Animate Dead Monsters</i>	Animate Object	Control Weather
3	Cure Serious Wounds	Atonement	Blade Barrier	Earthquake
4	Detect Lie	Commune	Conjure Animals	<i>Exaction</i>
5	Divination	Cure Critical Wounds	Find The Path	Gate
6	Exorcise	Dispel Evil	<i>Forbiddance</i>	Holy (Unholy) Word
7	<i>Giant Insect</i>	Flame Strike	Heal	Regenerate
8	<i>Imbue With Spell Ability</i>	<i>Golem</i>	<i>Heroes' Feast</i>	Restoration
9	Lower Water	Insect Plague	Part Water	Resurrection
10	Neutralize Poison	<i>Magic Font</i>	Speak With Monsters	<i>Succor</i>
11	Protection From Evil 10' Radius	Plane Shift	Stone Tell	Symbol
12	Speak With Plants	Quest	Word of Recall	Wind Walk
13	<i>Spell Immunity</i>	<i>Rainbow</i>		
14	<i>Spike Growth</i>	Raise Dead		
15	Sticks to Snakes	<i>Spike Stones</i>		
16	Tongues	True Seeing		

SPELLS USABLE BY CLASS AND LEVEL—CLERICS

Cleric Level	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	3	1	-	-	-	-	-
4	4	2	-	-	-	-	-
5	5	3	1	-	-	-	-
6	6	3	2	-	-	-	-
7	7	3	3	1	-	-	-
8	8	3	3	2	-	-	-
9	9	4	3	2	1	-	-
10	10	4	4	3	2	-	-
11	11	5	4	4	3	2	1*
12	12	6	5	5	3	2	2
13	13	6	6	6	4	2	2
14	14	6	6	6	5	3	2
15	15	7	7	7	5	4	2
16	16	7	7	7	6	5	3
17	17	8	8	8	6	5	3
18	18	8	8	8	7	6	4
19	19	9	9	9	7	6	4
20	20	9	9	9	8	7	5
21	21	9	9	9	9	8	6
22	22	9	9	9	9	9	6
23	23	9	9	9	9	9	7
24	24	9	9	9	9	9	8
25	25	9	9	9	9	9	8
26	26	9	9	9	9	9	9
27	27	9	9	9	9	9	9
28	28	9	9	9	9	9	9
29	29	9	9	9	9	9	9

SPELLS USABLE BY CLASS AND LEVEL—DRUIDS (CLERICS)

Druidic Level	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	2	1	-	-	-	-	-
3	3	2	1	-	-	-	-
4	4	2	2	-	-	-	-
5	4	3	2	-	-	-	-
6	4	3	2	1	-	-	-
7	4	4	3	1	-	-	-
8	4	4	3	2	-	-	-
9	5	4	3	2	1	-	-
10	5	4	3	3	2	-	-
11	5	5	3	3	2	1	-
12	5	5	4	4	3	2	1
13	6	5	5	5	4	3	2
14	6	6	6	6	5	4	3

Ability Score	Spell Bonus	Chance of Spell Failure
9	none	20%
10	none	15%
11	none	10%
12	none	05%
13	One 1st level	0%
14	One 1st level	0%
15	One 2nd level	0%
16	One 2nd level	0%
17	One 3rd level*	0%
18	One 4th level**	0%

*Usable only by clerics of 17 or greater wisdom
**Usable only by clerics of 18 or greater wisdom

*Minimum wisdom for use of 6th level spells
**Minimum wisdom for use of 7th level spells



SPELLS USABLE BY CLASS AND LEVEL — PALADINS (FIGHTERS)

Paladin Level	1	2	3	4
9	1	-	-	-
10	2	-	-	-
11	2	1	-	-
12	2	2	-	-
13	2	2	1	-
14	3	2	1	-
15	3	2	1	1
16	3	3	1	1
17	3	3	2	1
18	3	3	3	1
19	3	3	3	2
20*	3	3	3	3

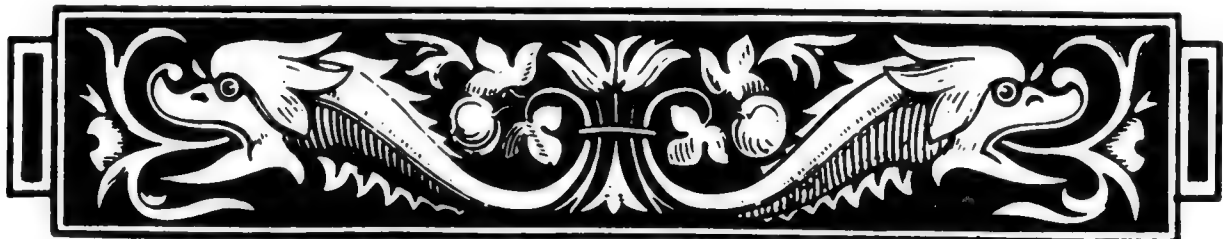
SPELLS USABLE BY CLASS AND LEVEL — RANGERS (FIGHTERS)

Ranger Level	1	2	3	4
8	1	-	-	-
9	1	-	-	-
10	2	-	-	-
11	2	-	-	-
12	2	1	-	-
13	2	1	-	-
14	2	2	-	-
15	2	2	-	-
16	2	2	1	-
17*	2	2	2	-

DRUIDS (Clerics)

Number	1st Level (p 56)	2nd Level (p 58)	3rd Level (p 61)
1	Animal Friendship	Barkskin	Call Lightning
2	Ceremony	Charm Person Or Mammal	Cloudburst
3	Detect Balance	Create Water	Cure Disease
4	Detect Magic	Cure Light Wounds	Hold Animal
5	Detect Poison	Feign Death	Know Alignment
6	Detect Snares & Pits	Fire Trap	Neutralize Poison
7	Entangle	Flame Blade	Plant Growth
8	Faerie Fire	Goodberry	Protection From Fire
9	Invisibility To Animals	Heat Metal	Pyrotechnics
10	Locate Animals	Locate Plants	Snare
11	Pass Without Trace	Obscurement	Spike Growth
12	Precipitation	Produce Flame	Starshine
13	Predict Weather	Reflecting Pool	Stone Shape
14	Purify Water	Slow Poison	Summon Insects
15	Shillelagh	Trip	Tree
16	Speak With Animals	Warp Wood	Water Breathing

Number	4th Level (p 63)	5th Level (p 65)	6th Level (p 66)	7th Level (p 68)
1	Animal Summoning I	Animal Growth	Animal Summoning III	Animate Rock
2	Call Woodland Beings	Animal Summoning II	Anti-Animal Shell	Changestaff
3	Control Temperature	Anti-Plant Shell	Conjure Fire Elemental	Chariot of Sustarre
		10' Radius		
4	Cure Serious Wounds	Commune With Nature	Cure Critical Wounds	Confusion
5	Dispel Magic	Control Winds	Feeblemind	Conjure Earth Elemental
6	Hallucinatory Forest	Insect Plague	Fire Seeds	Control Weather
7	Hold Plant	Moonbeam	Liveoak	Creeping Doom
8	Plant Door	Pass Plant	Transmute Water To Dust	Finger Of Death
9	Produce Fire	Spike Stones	Transport Via Plants	Fire Storm
10	Protection From Lightning	Sticks To Snakes	Turn Wood	Reincarnate
11	Repel Insects	Transmute Rock To Mud	Wall Of Thorns	Sunray
12	Speak With Plants	Wall Of Fire	Weather Summoning	Transmute Metal To Wood



EXCEPTIONAL ABILITY SCORE REFERENCE FOR SPELLS

INTELLIGENCE: The following table applies to intelligence scores over 18:

Score	Chance to Know Each Listed Spell	Minimum Number of Spells/Level	Spell Immunities
19	95%	10	first level illusion/phantasm spells
20	96%	11	second level illusion/phantasm spells
21	97%	12	third level illusion/phantasm spells
22	98%	13	fourth level illusion/phantasm spells
23	99%	14	fifth level illusion/phantasm spells
24	100%	15	sixth level illusion/phantasm spells
25	100%	16	seventh level illusion/phantasm spells

Beings of very high intelligence will not be fooled by *illusion/phantasm* spells; they will note some inconsistency or inexactness which will prevent their belief in the illusion. A being with a 19 intelligence will never believe a 1st level *illusion/phantasm* spell, even if cast by a high-level spellcaster, and will thus avoid all effects. Beings with greater intelligence can also ignore higher level illusions, as indicated. All effects noted are cumulative (e.g. a 20 intelligence gives immunity to first and second level illusions).

WISDOM:

Score	Spell Bonus	Spell Immunities
19	One 4th & one 1st	<i>Cause fear, charm person, command, friends, hypnotism</i>
20	One 4th & one 2nd	<i>Forget, hold person, ray of enfeeblement, scare</i>
21	One 5th & one 3rd	<i>Beguiling, domination, fear</i>
22	One 5th & one 4th	<i>Charm monster, confusion, emotion, fumble, suggestion, telepathic projection</i>
23	Two 5th levels	<i>Chaos, feeblemind, hold monster, magic jar, mass domination, quest</i>
24	Two 6th levels	<i>Geas, mass suggestion, rulership</i>
25	One 6th & one 7th	<i>Antipathy/sympathy, finger of death, mass charm, Otto's irresistible dance</i>

Beings of very high wisdom are immune to the effects of certain charm-type spells, psionic abilities and spell-like effects. These immunities are cumulative with higher wisdom. Beings with high wisdom are simply able to automatically throw off the effects of these spells.

MAGIC-USERS, Spells

Number	1st Level (p 78)	2nd Level (p 84)	3rd Level (p 90)	4th Level (p 94)	5th Level (p 99)
1	Affect Normal Fires	Audible Glamer	Blink	Charm Monster	Airy Water
2	Alarm	Blind	Clairaudience	Confusion	Animal Growth
3	Armor	Continual Light	Clairvoyance	Dig	Animate Dead
4	Burning Hands	Darkness 15' Radius	Cloudburst	Dimension Door	Avoidance
5	Charm Person	Deeppockets	Detect Illusion	Dispel Illusion	Bigby's Interposing Hand
6	Comprehend Languages	Detect Evil	Dispel Magic	Enchanted Weapon	Cloudkill
7	Dancing Lights	Detect Invisibility	Explosive Runes	Evard's Black Tentacles	Conjure Elemental
8	Detect Magic	ESP	Feign Death	Extension I	Cone of Cold
9	Enlarge	Flaming Sphere	Fireball	Fear	Contact Other Plane
10	Erase	Fools Gold	Flame Arrow	Fire Charm	Dismissal
11	Feather Fall	Forget	Fly	Fire Shield	Distance Distortion
12	Find Familiar	Invisibility	Gust of Wind	Fire Trap	Dolor
13	Firewater	Irritation	Haste	Fumble	Extension II
14	Friends	Knock	Hold Person	Hallucinatory Terrain	Fabricate
15	Grease	Know Alignment	Infravision	Ice Storm	Feeblemind
16	Hold Portal	Leomund's Trap	Invisibility 10' Radius	Leomund's Secure Shelter	Hold Monster
17	Identify	Levitate	Item	Magic Mirror	Leomund's Lamentable Belabourment
18	Jump	Locate Object	Leomund's Tiny Hut	Massmorph	Leomund's Secret Chest
19	Light	Magic Mouth	Lightning Bolt	Minor Globe of Invulnerability	Magic Jar
20	Magic Missile	Melf's Acid Arrow	Material	Massmorph	Monster Summoning III
21	Melt	Mirror Image	Melf's Minute Meteor	Monster Summoning II	Mordenkainen's Faithful Hound
22	Mending	Preserve	Monster Summoning I	Otiluke's Resilient Sphere	Passwall
23	Message	Protection From Cantrips	Phantasmal Force		Sending
24	Mount	Pyrotechnics	Protection From Evil 10' Radius	Plant Growth	Stone Shape
25	Nystul's Magic Aura	Ray of Enfeeblement	Protection From Normal Missiles	Polymorph Other	Telekinesis
26	Precipitation	Rope Trick	Secret Page	Polymorph Self	Teleport
27	Protection From Evil	Scare	Sepia Snake Stigil	Rary's Mnemonic Enhancer	Transmute Rock To Mud
28	Push	Shatter	Slow	Remove Curse	Wall of Force
29	Read Magic	Stinking Cloud	Suggestion	Shout	Wall of Iron
30	Run	Strength	Tongues	Stoneskin	Wall of Stone
31	Shield	Tasha's Uncontrollable Hideous Laughter	Water Breathing	Ultravision	
32	Shocking Grasp	Vocalize	Wind Wall	Wall of Fire	
33	Sleep	Web		Wall of Ice	
34	Spider Climb	Whip		Wizard Eye	
35	Taunt	Wizard Lock			
36	Tenser's Floating Disc	Zephyr			
37	Unseen Servant				
38	Ventriloquism				
39	Wizard Mark				
40	Write				
Number	6th Level (p 105)	7th Level (p 111)	8th Level (p 116)	9th Level (p 120)	
1	Anti-Magic Shell	Benishment	Antipathy/Sympathy	Astral Spell	
2	Bigby's Forceful Hand	Bigby's Grasping Hand	Bigby's Clenched Fist	Bigby's Crushing Hand	
3	Chain Lightning	Cacodemon	Binding	Crystalbrittle	
4	Contingency	Charm Plants	Clone	Energy Drain	
5	Control Weather	Delayed Blast Fireball	Demand	Gate	
6	Death Spell	Drawmij's Instant Summons	Glassteel	Imprisonment	
7	Disintegrate	Duo-Dimension	Incendiary Cloud	Meteor Swarm	
8	Enchant An Item	Forcecage	Mass Charm	Monster Summoning VII	
9	Ensnarement	Limited Wish	Maze	Mordenkainen's Disjunction	
10	Extension III	Mass Invisibility	Mind Blank	Power Word, Kill	
11	Eyebite	Monster Summoning V	Monster Summoning VI	Prismatic Sphere	
12	Geas	Mordenkainen's Magnificent Mansion	Otiluke's Telekinetic Sphere	Shape Change	
13	Glassee	Mordenkainen's Sword	Otto's Irresistible Dance	Succor	
14	Globe of Invulnerability	Phase Door	Permanency	Temporal Stasis	
15	Guards and Wards	Power Word, Stun	Polymorph Any Object	Time Stop	
16	Invisible Stalker	Reverse Gravity	Power Word, Blind	Wish	
17	Legend Lore	Sequester	Serten's Spell Immunity		
18	Lower Water	Simulacrum	Sink		
19	Monster Summoning IV	Statue	Symbol		
20	Mordenkainen's Lucubration	Teleport Without Error	Trap The Soul		
21	Move Earth	Torment			
22	Otiluke's Freezing Sphere	Truename			
23	Part Water	Vanish			
24	Project Image	Volley			
25	Reincarnation				
26	Repulsion				
27	Spiritwrack				
28	Stone To Flesh				
29	Tenser's Transformation				
30	Transmute Water To Dust				

MAGIC-USERS, Cantrips (p 70-77)

Number	Useful	Reversed	Legerdemain	Person-Affecting	Personal	Haunting
1	Chill	Curdle	Change	Belch	Bee	Creak
2	Clean	Dirty	Distract	Blink	Blue-light	Footfall
3	Color	Dusty	Hide	Cough	Bug	Groan
4	Dampen	Hairy	Mute	Giggle	Firefinger	Moan
5	Dry	Knot	Palm	Nod	Gnats	Rattle
6	Dust	Ravel	Present	Scratch	Mouse	Tap
7	Exterminate	Sour		Sneeze	Smokepuff	Thump
8	Flavor	Spill		Twitch	Spider	Whistle
9	Freshen	Tangle		Wink	Tweak	
10	Gather	Tarnish		Yawn	Unlock	
11	Polish	Untie				
12	Salt	Wilt				
13	Shine					
14	Spice					
15	Sprout					
16	Stitch					
17	Sweeten					
18	Tie					
19	Warm					
20	Wrap					

SPILLS USABLE BY CLASS AND LEVEL — MAGIC-USERS

Magic-Users Level	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-
10	4	4	3	2	2	-	-	-	-
11	4	4	4	3	3	-	-	-	-
12	4	4	4	4	4	1	-	-	-
13	5	5	5	4	4	2	-	-	-
14	5	5	5	4	4	2	1	-	-
15	5	5	5	5	5	2	1	-	-
16	5	5	5	5	5	3	2	1	-
17	5	5	5	5	5	3	3	2	-
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2
21	5	5	5	5	5	4	4	4	2
22	5	5	5	5	5	5	4	4	3
23	5	5	5	5	5	5	5	5	3
24	5	5	5	5	5	5	5	5	4
25	5	5	5	5	5	5	5	5	5
26	6	6	6	6	5	5	5	5	5
27	6	6	6	6	6	6	6	5	5
28	6	6	6	6	6	6	6	6	6
29	7	7	7	7	6	6	6	6	6

SPILLS USABLE BY CLASS AND LEVEL — ILLUSIONISTS (MAGIC-USERS)

Illusionists Level	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	4	2	1	-	-	-	-
6	4	3	1	-	-	-	-
7	4	3	2	-	-	-	-
8	4	3	2	1	-	-	-
9	5	3	3	2	-	-	-
10	5	4	3	2	1	-	-
11	5	4	3	3	2	-	-
12	5	5	4	3	2	1	-
13	5	5	4	3	2	2	-
14	5	5	4	3	2	2	1
15	5	5	4	4	2	2	2
16	5	5	5	4	3	2	2
17	5	5	5	5	3	2	2
18	5	5	5	5	3	3	2
19	5	5	5	5	4	3	2
20	5	5	5	5	4	3	3
21	5	5	5	5	5	4	3
22	5	5	5	5	5	5	4
23	5	5	5	5	5	5	5
24	6	6	6	6	5	5	5
25	6	6	6	6	6	6	6
26	7	7	7	7	6	6	6

INTELLIGENCE TABLE II: ABILITY FOR MAGIC-USERS AND ILLUSIONISTS

Ability Score	Chance to Know Each Listed Spell	Minimum Number of Spells/Level	Maximum Number of Spells/Level
9	35%	4	6
10-12	45%	5	7
13-14	55%	6	9
15-16	65%	7	11
17	75%	8	14
18	85%	9	18
19	95%	10	All
or more			

Notes Regarding Intelligence Table II:

Each and every magic-user character must employ the Table in order to determine which and how many of each group of spells (by level) he or she can learn. At first, only the 1st level group of spells are checked. Successive level groups are checked only when the character reaches a level at which the appropriate group of spells is usable by him or her.

ILLUSIONISTS (Magic-Users)

Number	Minor Illusion Cantrips (p 124)	1st Level (p 125)	2nd Level (p 127)	3rd Level (p 129)
1	Colored Lights	Audible Glamour	Alter Self	Continual Darkness
2	Dim	Change Self	Blindness	Continual Light
3	Haze	Chromatic Orb	Blur	Delude
4	Mask	Color Spray	Deafness	Dispel Illusion
5	Mirage	Dancing Lights	Detect Magic	Fear
6	Noise	Darkness	Fascinate	Hallucinatory Terrain
7	Rainbow	Detect Illusion	Fog Cloud	Illusory Script
8	Two-D'illusion	Detect Invisibility	Hypnotic Pattern	Invisibility 10' Radius
9		Gaze Reflection	Improved Phantasmal Force	Non-detection
10		Hypnotism	Invisibility	Paralyzation
11		Light	Magic Mouth	Phantom Steed
12		Phantasmal Force	Mirror Image	Phantom Wind
13		Phantom Armor	Misdirection	Rope Trick
14		Read Illusionist Magic	Ultravision	Spectral Force
15		Spook	Ventriloquism	Suggestion
16		Wall of Fog	Whispering Wind	Wrathform

Number	4th Level (p 131)	5th Level (p 133)	6th Level (p 134)	7th Level (p 136)
1	Confusion	Advanced Illusion	Conjure Animals	Alter Reality
2	Dispel Exhaustion	Chaos	Death Fog	Astral Spell
3	Dispel Magic	Demi-Shadow Monsters	Demi-Shadow Magic	Prismatic Spray
4	Emotion	Dream	Mass Suggestion	Prismatic Wall
5	Improved Invisibility	Magic Mirror	Mirage Arcane	Shadow Walk
6	Massmorph	Major Creation	Mislead	Vision
7	Minor Creation	Maze	Permanent Illusion	Weird
8	Phantasmal Killer	Projected Image	Phantasmagoria	First Level Magic-User Spells
9	Rainbow Pattern	Shadow Door	Programmed Illusion	
10	Shadow Monsters	Shadow Magic	Shades	
11	Solid Fog	Summon Shadow	True Sight	
12	Vacancy	Tempus Fugit	Veil	

Cantrips for clerics

0-level magic for deities to dish out

by Arthur Collins



By now, everyone ought to be familiar with cantrips, the 0-level spells cast by apprentice magic-users and illusionists. This article details a similar sort of 0-level spell particularly for clerics and druids, called the orison.

These 0-level clerics and druids are sometimes called postulants, thurifers, servers, or inquirers. They are also called *gofers* by some, as their place in the religious hierarchy is such that they are always being told to "go fer this" and "go fer that." (The druidical cult spells it *gopher*, but that is an inside joke.) At any rate, they are apprentices, so to speak, receiving their basic education before taking their initial vows.

While undergoing their basic religious indoctrination, they learn certain standard prayers and responses, the more powerful of which are called orisons. These are minor spells of limited effect. After the postulants go on to enter their callings, these orisons are usually left behind for more powerful spells. However, any cleric or druid may choose to memorize and employ two orisons in place of a 1st-level spell. Each 0-level cleric or druid learns 7-10 of these minor spells during one's time of basic instruction.

In parties that are chronically short of clerical or druidical help, the DM may opt to allow characters of other classes (rangers or paladins) to use these orisons. A PC with a religious education might remember 2-3 of these orisons from one's training. One would still have to pray every morning for them, just as a cleric or druid would, however. This should be done *only* with the DM's permission. Orisons should be assigned randomly to such characters, while a cleric or druid can (in fact, must) pray for specific ones.

Most orisons work for either clerics or druids, though a few are class-specific. Below is a listing of orisons by class, with explanations and descriptions to follow.

Clerical orisons	Druidical orisons
1 <i>Aspiration</i>	<i>Aspiration</i>
2 <i>Benediction</i>	<i>Benediction</i>
3 <i>Candle</i>	<i>Canticle</i>
4 <i>Canticle</i>	<i>Cure Minor Wnds.</i>
5 <i>Ceremony: Oath</i>	<i>Find a Stray</i>
6 <i>Cure Minor Wnds.</i>	<i>Malediction</i>
7 <i>Malediction</i>	<i>Meditation</i>
8 <i>Meditation</i>	<i>Petition</i>
9 <i>Petition</i>	<i>Ripen</i>
10 <i>Warding</i>	<i>Warding</i>

Note: In the information below, certain abbreviations have been used. R = range,

D = duration, AE = area of effect, C = components, CT = casting time, and ST = saving throw.

Aspiration (Invocation)

R: 0
D: 6 turns
AE: Caster
C: V,S
CT: 1 segment
ST: None

An *aspiration* is a quick prayer on the order of, "Give me strength!" or "Don't let me goof up!" In game terms, it permits a nervous player to pre-roll a dice roll. The player-caster rolls a d20 out of the player's own sight for the DM, who records it. At any time during the next game hour, the caster may appeal to have a bad die roll replaced by the hidden roll. The d20 can be applied as a "to hit" roll, a saving throw, or, by multiplying it by live, a percentile dice roll. Upon the caster's request, whatever was rolled in casting the orison is revealed, and becomes the official dice roll. There is no guarantee that the previous roll will be better, but it will be a second chance. The somatic component is the caster's ritual sign.

Benediction (Conjuration/Summoning) Reversible

R: 1"
D: 2 melee rounds
AE: 1" x 1" square
C: V,S
CT: 2 segments
ST: None

A *benediction* is a minor form of *bless*, raising morale of friendly creatures by +1, and their hit probability by +1. It will not affect those already engaged in combat. It requires no material component.

Candle (Alteration; clerical only)

R: Touch
D: 2 turns
AE: 1 candle
C: V,S,M
CT: 1 segment
ST: None

When casting this orison, the caster causes the candle held in his hand to light. Throughout the orison's duration, the candle cannot be put out as long as the caster continues to hold it. The candle will be consumed normally, but drafts, *gusts of wind*, and so on cannot extinguish the flame. Drowning or smothering the flame will extinguish it, however.

Canticle (Alteration)

R: 0
D: Special
AE: Caster
C: V
CT: Special
ST: None

A *canticle* is a minor form of *sanctuary*, and casting it requires the chanting of portions of the cleric's sacred literature. As long as the chanting continues, opponents must make a saving throw at +2 in order to strike or otherwise attack the caster. The caster cannot engage in any other activity than slow movement (6" rate) during this time. For other effects, see the description of the *sanctuary* spell.

Ceremony: Oath (Conj./Summoning; clerical only)

R: Touch
D: Special
AE: 1 person of the caster's religion
C: V,S,M
CT: 3 segments
ST: None

A person taking an *oath* in the presence of a cleric pledges his honor to do some minor task. The cleric proffers his holy symbol for both parties involved in the *oath* to touch, and ratifies the *oath* with his ritual sign and some formula such as "so be it." The *oath* stands until the pledge is fulfilled or broken. If broken, the oathbreaker (whether the cleric himself or some other person of the cleric's religion) will lose — 5% on his loyalty base until satisfactory reparations are made (if ever). Note that a third party of the caster's religion can pledge his honor for the *oath* of a non-believer. In this case, both join in touching the cleric's holy symbol while the orison is cast. The cleric can pledge his own honor for a non-believer, but this is an extremely rare circumstance. The penalty to loyalty base simulates the loss of honor to the oathbreaker.

Cure Minor Wounds (Necromantic)

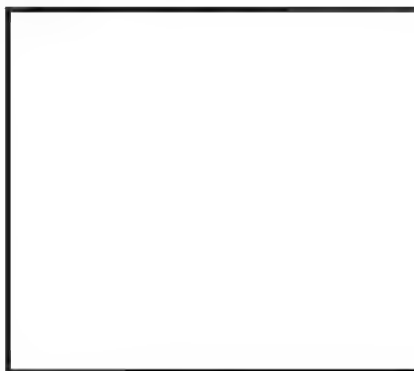
R: Touch
D: Permanent
AE: Character touched
C: V,S (plus M for druids)
CT: 2 segments
ST: None

A minor *cure*, similar to all other *cure* spells, this orison will heal 1-4 hit points of damage. Note that this spell is not reversible. See the *cure light wounds* description for more information.

Find a Stray (Divination; druidical only)

R: 2 miles
 D: Special
 AE: 1 domestic animal and the caster
 C: V,S,M
 CT: 3 segments
 ST: None

This orison enables the caster to locate any missing domestic animal within two miles. The animal could be a cow, sheep, dog, horse, cat, or any other such "normal" beast. The caster stands in a place well-known to the animal (a barnyard, pasture, etc.), spits on the ground, makes a sign, and calls the animal by name (Rover, Buttermilk, Porky, Old Tom, etc.). If the animal is within two miles of the caster, the caster's tongue will tingle slightly, and give him direction by the manner of its tingling as to where and about how far off the animal is. The effects will last until the animal is found, the caster gives up, or the animal moves beyond a two-mile distance from the caster.

**Malediction** (Conjuration/Summoning)

R: 1"
 D: 2 melee rounds
 AE: 1" x 1" square
 C: V,S
 CT: 2 segments
 ST: None

The reverse of *benediction*, *malediction* will lower the morale of opponents by a -1 penalty and lower their "to hit" scores by -1. It does not affect those already engaged in combat. No material components are required.

Meditation (Conjuration/Summoning)

R: Touch
 D: 1 turn
 AE: Caster
 C: V,S
 CT: 3 segments
 ST: None

A minor (and non-reversible) form of *remove fear*, a *meditation* is an orison of personal encouragement that gives the caster (and only the caster) a +2 on all saving throws vs. the various sorts of magical *fear* attacks for 1 turn.

Petition (Conjuration/Summoning)

R: Special
 D: 1 day
 AE: Caster's patron
 C: V,S
 CT: 1 segment
 ST: Neg.

Petitions are a staple of all prayers, in all religions. Most favors asked of one's deity are answered in terms of lucky dice rolls and other game mechanics. This orison constitutes a direct appeal of a very limited nature to the caster's deity or other patron. If the deity or patron fails his or her saving throw (2 for gods and demigods, 3 for heroes in the *Legends & Lore* book), the request will be heard, and if it's not too much trouble, some minion or servant of the deity might act upon it. Examples of such minor petitions are to find something minor, meet someone, remember something forgotten, make a favorable impression, and so on. A *petition* is only good for one day. If it is not granted that day, or if no opportunity for its granting comes up, it is wasted, and another *petition* must be made the next day.

Any attempt to abuse this orison with powerful requests ("Oh, please let me find a ring of three wishes!") will be met with divine punishment if it is heard. Punishment may consist of a loss of spell-casting power, hit points, or other power or ability, as desired by the DM. However, punishments are rarely severe or last long — unless the caster is guilty of multiple abuses.

Ripen (Alteration; druidical only)

R: Touch
 D: Permanent
 AE: 1 lb. of fruit
 C: V,S,M
 CT: 2 segments
 ST: None

By casting this orison, the user causes unripe fruit to ripen. The material component is the druid's mistletoe, oak leaves, or holly berries.

Warding (Abjuration)

R: Touch
 D: 2 rounds
 AE: Creature touched
 C: V,S,M
 CT: 2 segments
 ST: None

This orison is a very minor form of *protection from evil*. For two rounds, it will prevent enchanted, conjured, or summoned creatures from making bodily contact with the recipient, by encircling him or her with magical protection at a distance of one foot. However, it gives no penalty to any attacks that do not involve such contact, and adds no bonuses to one's saving throws. To complete the spell, the caster sprinkles holy water on the recipient.

CLERIC SPELLS

Notes Regarding Cleric Spells:

All material components required for the various spells are used by completion of the spell in question with the notable exceptions of standard religious items, i.e. religious symbols and prayer beads or similar devices.

The reversal of some spells might well place the cleric in a questionable position with respect to alignment. The use of spells which promote weal must be shunned by evil clerics in many cases. Likewise, spells which are baneful may be used only at peril by clerics of good alignment. Incautious use of spells will change the cleric's alignment, if such usage continues unchecked, and it is up to the player to guard his or her character's alignment with care. In any event, the cleric must decide which application of a reversible spell will be used prior to learning it, i.e. it is not possible to have one spell both ways. In like manner, the mere request for a spell (or its opposite) through prayer will not guarantee that the spell will be given to the cleric. As the spell level becomes higher, confidence will decrease that that deity will concur.

Your Dungeon Master might alter the material components of spells, require only religious adjuncts as material, or just do away with them. Consult your referee in this regard and ask his ruling and reasoning.

First Level Spells:

Bless (Conjuration/Summoning) Reversible

Level: 1	Components: V, S, M
Range: 6"	Casting Time: 1 round
Duration: 6 melee rounds	Saving Throw: None
Area of Effect: 5' X 5'	

Explanation/Description: Upon uttering the *bless* spell, the caster raises the morale of friendly creatures by +1. Furthermore, it raises their "to hit" dice rolls by +1. A blessing, however, will affect only those not already engaged in melee combat. This spell can be reversed by the cleric to a curse upon enemies which lowers morale and "to hit" by -1. The caster determines at what range (up to 6") he or she will cast the spell, and it then affects all creatures in an area 5" square centered on the point the spell was cast upon. In addition to the verbal and somatic gesture components, the *bless* requires holy water, while the *curse* requires the sprinkling of specially polluted water.

Ceremony (Invocation)

Level: 1	Components: V, S, M
Range: Touch	Casting Time: 1 hour
Duration: Permanent	Saving Throw: Special
Area of Effect: One creature, one item, or area (see below)	

Explanation/Description: *Ceremony* has a number of applications in the religious organization, depending on the level of the cleric. The effect of a *ceremony* spell does not leave behind an aura of magic, although in some cases an aura of good or evil might be present (and thus detectable). The specific *ceremony* spells can vary from religion to religion, but usually encompass these:

- 1st-level cleric: *coming of age*, *burial*, *marriage*
- 3rd-level cleric: *dedication*, *investiture*, *consecrate item*
- 5th-level cleric: *ordination*, *special vows*
- 7th-level cleric: *consecrate ground*
- 9th-level cleric: *anathematize*

Each of these varieties of the *ceremony* spell requires a cleric of the indicated level or a higher one, with additional restrictions as described below. For all *ceremony* spells except *anathematize* (see below), no saving throw is called for, since the recipient is either inanimate or presumed to be willing to be affected by the magic; any version of the spell except for *anathematize* will simply fail if it is cast on a person who (for some reason) is unwilling to receive the benefit. Briefly, the *ceremonies* listed do the following things:

Coming of age is a limited form of *bless* spell which is cast upon a young man (and in some cultures a young woman) at some point relatively early in life, often the age of 12. A young person who receives this spell gets a +1 bonus to any single saving throw, which can be taken at any time after the *coming of age ceremony* is completed. In some cultures, the *coming of age ceremony* has a symbolic significance, such that an adolescent must receive this blessing before he or she can enjoy the rights and privileges of adulthood.

Burial magically protects a corpse, and bestows it with the blessing of the religious organization. The body is shielded for one week as if by a *protection from evil* spell, and anyone trying to disinter the corpse within that time must make a saving throw versus spell or stop and flee in fear for one turn.

Marriage has no tangible after-effect (i.e., it does not guarantee happiness or harmony), but it usually carries a moral or legal significance, not dissimilar in nature to the various rites of marriage which are performed in our real world.

Dedication allows the recipient of the spell to be taken into the ranks of the casting cleric's religion, making that person a sanctioned worshiper of the cleric's deity. The effect of a *dedication* is permanent, unless the worshiper demonstrates a desire to change allegiance to a different deity. In such a case, the earlier *dedication* can be overridden by a new *dedication* cast by a cleric of a higher level than the one who performed the previous *dedication*.

The rite of *investiture* must be performed on any aspiring cleric before that character can achieve the status of a first-level cleric.

Consecrate item must be performed on any object to be placed on an altar or in some other location within a religious edifice. To prevent it from losing its potency, holy (or unholy) water must be kept in a properly *consecrated* container.

Ordination must be performed on a cleric before the character can become the priest of a congregation or assume similar sorts of duties, and even an adventuring cleric must be *ordained* before he or she can gain followers and establish a following or other sort of group. In all cases, the cleric performing the *ordination* must be of higher level than the recipient; this *ceremony* is often conducted as part of the training a cleric receives in order to advance from second to third level.

Special vows can be received by a would-be cavalier or paladin before that character embarks upon a career in the desired profession. The effects of this spell persist for as long as it takes the character to accumulate enough experience points to rise to the upper limit of his or her current level. The *special vows* can then be renewed as part of the character's training between levels, or at any time during advancement through the next higher level. A cavalier or paladin who has received *special vows* is immune to the effects of *bestow curse* spells (but not cursed items) for as long as the *special vows* remain in effect. Additionally, this *ceremony* renders the subject more susceptible (-4 on saving throw) to any *quest* spell cast upon him or her by a cleric of the same alignment as the caster of the *special vows*.

Consecrate ground should be performed upon an area before any holy (unholy) structure is built on the site. A religious edifice constructed on ground that has not been *consecrated* will slowly but irrevocably fall into a state of disrepair and has a 1% chance per year, cumulative, of actually collapsing as a result of this oversight. This spell must be cast before the area in question is altered in any way (e.g., landscaping) and before any construction materials are brought to the site; it will have no effect if it is done as an afterthought. *Consecrate ground* can also be used on a plot of land destined for use as a graveyard, and in such a case the graveyard itself automatically turns undead each round with the same effectiveness as a 3rd-level cleric. Or, if the *consecration* of a would-be graveyard is performed by an evil cleric, any undead creatures occupying the area are treated as if they were being protected and controlled by an evil cleric of 3rd level.

Anathematize is a form of excommunication by means of which the offender is literally branded on the cheek, forehead, arm, or hand with a symbol, sigil, or sign that identifies the subject (to those who understand the symbol) as someone who has committed a serious offense in the eyes of his or her deity. An unwilling subject of this spell is allowed a saving throw versus spell, at -4, to escape its effects. If the recipient is not truly deserving of the telling brand, the spell fails when cast. A successful *atonement* causes the brand to fade, and possibly vanish. If the offending actions were caused magically or by some other external force, the brand utterly disappears. If the offending actions were natural, the brand cannot be completely removed.

The components for the various *ceremony* spells vary from religion to religion, but the material component always involves the use of the cleric's holy symbol in one way or another. Standard costs for the casting of these spells are as follows: *coming of age*, 5-15 sp; *burial*, 5-50 gp; *marriage*, 1-20 gp; *dedication*, 1-10 sp (or sometimes free); *investiture*, 1-100 gp (or sometimes free); *item consecration*, usually free; *ordination*, usually free put possibly as much as 200 gp; *special vows*, 1-100 gp (or sometimes free); *consecrate ground*, 100-600 gp depending on the size of the area to be affected and the level of the cleric performing the spell; and *anathematize* is always performed at no charge, since the casting of this spell is always deemed to be in the best interests of the cleric's religion.

Combine (Evocation)

Level: 1
Duration: *Special*
Range: *Touch*
Area of Effect: *The circle of clerics*

Components: V, S
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: This spell enables three to five clerics to *combine* their abilities and thereby empower one of their number to cast a spell or turn undead with greater efficacy. The highest-level cleric of the group (or one of such, as applicable) stands, while the other clerics join hands in a surrounding circle. All the participating clerics then cast the *combine* spell together.

The central cleric temporarily functions as if of higher level, gaining one level for each encircling cleric. The maximum gain is four levels, and the maximum duration is 3 turns. The increase applies to the cleric's effective level for determining the results of attempts to turn undead, and to spell details which vary by the level of the caster. The encircling clerics must concentrate on maintaining the *combine* effect. They gain no armor class bonuses from shield or dexterity, and their attackers gain a +4 bonus on all "to hit" rolls. The central cleric gains no additional spells, but may cast any previously memorized spell(s), often with bonus effects.

Command (Enchantment/Charm)

Level: 1
Range: 1"
Duration: 1 round
Area of Effect: One creature

Components: V
Casting Time: 1 segment
Saving Throw: *Special*

Explanation/Description: This spell enables the cleric to issue a *command* of a single word. The *command* must be uttered in a language which the spell recipient is able to understand. The individual will obey to the best of his/her/its ability only so long as the *command* is absolutely clear and unequivocal, i.e. "Suicide!" could be a noun, so the creature would ignore the *command*. A *command* to "Diel" would cause the recipient to fall in a faint or cataleptic state for 1 round, but thereafter the creature would be alive and well. Typical *command* words are: back, halt, flee, run, stop, fall, fly, go, leave, surrender, sleep, rest, etc. Undead are not affected by a *command*. Creatures with intelligence of 13 or more, and creatures with 6 or more hit dice (or experience levels) are entitled to a saving throw versus magic. (Creatures with 13 or higher intelligence and 6 hit dice/levels do not get 2 saving throws!)

Create Water (Alteration) Reversible

Level: 1
Range: 1"
Duration: *Permanent*
Area of Effect: Up to 27 cubic feet

Components: V, S, M
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: When the cleric casts a *create water* spell, four gallons of water are generated for every level of experience of the caster, i.e. a 2nd level cleric creates eight gallons of water, a 3rd level twelve gallons, a 4th level sixteen gallons, etc. The water is clean and drinkable (it is just like rain water). Reversing the spell, *destroy water*, obliterates without trace (such as vapor, mist, fog or steam) a like quantity of water. Created water will last until normally used or evaporated, spilled, etc. Water can be created or destroyed in an area as small as will actually contain the liquid or in an area as large as 27 cubic feet (one cubic yard). The spell requires at least a drop of water to create, or a pinch of dust to destroy, water. Note that water cannot be created within a living thing.

Cure Light Wounds (Necromantic) Reversible

Level: 1
Range: *Touch*
Duration: *Permanent*
Area of Effect: *Character touched*

Components: V, S
Casting Time: 5 segments
Saving Throw: *None*

Explanation/Description: Upon laying his or her hand upon a creature, the cleric causes from 1 to 8 hit points of wound or other injury damage to the creature's body to be healed. This healing will not affect creatures without corporeal bodies, nor will it cure wounds of creatures not living or those which can be harmed only by iron, silver, and/or magical weapons. Its reverse, *cause light wounds*, operates in the same manner; and if a person is avoiding this touch, a melee combat "to hit" die is rolled to determine if the cleric's hand strikes the opponent and causes such a wound. Note that cured wounds are permanent only insofar as the creature does not sustain further damage, and that caused wounds will heal — or can be cured — just as any normal injury will. Caused light wounds are 1 to 8 hit points of damage.

Detect Evil (Divination) Reversible

Level: 1
Range: 12"
Duration: 1 turn + 1/2 turn/level
Area of Effect: 1" path

Components: V, S, M
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: This is a spell which discovers emanations of evil, or of good in the case of the reverse spell, from any creature or object. For example, evil alignment or an evilly cursed object will radiate evil, but a hidden trap or an unintelligent viper will not. The duration of a *detect evil* (or *detect good*) spell is 1 turn + 1/2 turn (5 rounds, or 5 minutes) per level of the cleric. Thus a cleric of 1st level of experience can cast a spell with a 1 1/2 turn duration, at 2nd level a 2 turn duration, 2 1/2 at 3rd, etc. The spell has a path of detection 1" wide in the direction in which the cleric is facing. It requires the use of the cleric's holy (or unholy) symbol as its material component, with the cleric holding it before him or her.

Detect Magic (Divination)

Level: 1
Range: 3"
Duration: 1 turn
Area of Effect: 1" path, 3" long

Components: V, S, M
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: When the *detect magic* spell is cast, the cleric detects magical radiations in a path 1" wide, and up to 3" long, in the direction he or she is facing. The caster can turn 60° per round. Note that stone walls of 1' or more thickness, solid metal of but 1/12' thickness, or 3' or more of solid wood will block the spell. The spell requires the use of the cleric's holy (or unholy) symbol.



CLERIC SPELLS, 1ST LEVEL

Endure Cold / Endure Heat (Alteration) Reversible

Level: 1
Range: *Touch*
Duration: 9 turns/level
Area of Effect: *One creature*
Components: V, S
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: The recipient of this spell is provided with protection from normal extremes of cold or heat (depending on which application is used). He or she can stand unclothed in temperatures as low as -30° F. or as high as 130° F. (depending on application) with no ill effect. A temperature extreme beyond either of those limits will cause 1 hit point of exposure damage per hour for every degree above or below those limits. (Without the benefit of protection such as this, exposure damage is 1 hit point per turn for each degree of temperature.) The spell will last for the prescribed duration, or until the recipient is affected by any form of magical cold (including white dragon breath) or magical heat. The cancellation of the spell will occur regardless of which application was used and regardless of which type of magical effect hits the character (e.g., *endure cold* will be cancelled by magical heat or fire as well as by magical cold). The recipient of the spell will not suffer damage from the magical heat or cold during the round in which the spell is broken, but will be vulnerable to all such attacks starting on the following round. The spell will be cancelled instantly if either *resist fire* or *resist cold* is cast upon the recipient.

Invisibility to Undead (Illusion/Phantasm)

Level: 1
Duration: 6 rounds
Range: *Touch*
Area of Effect: *One individual*
Components: V, S, M
Casting Time: 4 segments
Saving Throw: *Neg.*

Explanation/Description: This spell is quite similar to *sanctuary*, but only affects undead of 4 or fewer hit dice. A saving throw versus spell is made for each type of undead within 30 feet of the caster, and if failed, all undead of that type will ignore the caster completely for the duration of the spell. (Note that this negates subsequent attempts by the caster to turn those undead.) However, if the saving throw succeeds, all undead of that type will attack the spell caster in preference to any other possible targets.

The effect of this spell ends if the caster attacks or attempts to cast any other spell. If the caster is of neutral morals (with respect to good and evil), the undead save at -2. The material component is the cleric's holy symbol.

Light (Alteration) Reversible

Level: 1
Range: 12"
Duration: 6 turns + 1 turn/level
Area of Effect: 2" radius globe
Components: V, S
Casting Time: 4 segments
Saving Throw: *None*

Explanation/Description: This spell causes excitation of molecules so as to make them brightly luminous. The light thus caused is equal to torch light in brightness, but its sphere is limited to 4" in diameter. It lasts for the duration indicated (7 turns at 1st experience level, 8 at 2nd, 9 at 3rd, etc.) or until the caster utters a word to extinguish the light. The light spell is reversible, causing darkness in the same area and under the same conditions, except the blackness persists for only one-half the duration that light would last. If this spell is cast upon a creature, the applicable magic resistance and saving throw dice rolls must be made. Success indicates that the spell affects the area immediately behind the creature, rather than the creature itself. In all other cases, the spell takes effect where the caster directs as long as he or she has a line of sight or unobstructed path for the spell; light can spring from air, rock, metal, wood, or almost any similar substance.

Magic Stone (Alteration)

Level: 1
Range: 2"
Duration: 6 rounds or until used
Area of Effect: *One small stone or pebble*
Components: V, S
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: To use this spell, the cleric picks up a small stone or pebble and then (via the casting process) places a magical aura on it. The spell cannot affect stones that are already magical. The *magic stone* can be thrown at a target up to 4" distant (assuming no intervening obstacles and sufficient head room). It will act as a +1 weapon for "to hit" determination, and if a hit is scored the stone will do 1 point of damage. Ranges are 2"/3"/4", with standard modifications. If the stone travels more than 4" from the thrower or if it does not score a hit, the missile loses its dweomer and falls harmlessly to the ground. A *magic stone* must be thrown within 6 rounds after the casting of the spell is completed, or it turns back into an ordinary item.

A hit from the stone will break the concentration of a spell caster only if the victim fails a saving throw versus spell. Any target with innate magic resistance cannot be affected by the stone. A *shield* spell will protect a target from a *magic stone*, as will a *brooch of shielding*, a *protection from normal missiles* spell, a *minor globe of invulnerability*, or any similar (more powerful) magic. A cleric of 6th through 10th level can enchant 2 stones with this spell, one of 11th through 15th level can use it on 3 stones, and an additional stone is allowed for every five levels of experience the caster has gained beyond the 11th (i.e., 4 stones at 16th level, 5 stones at 21st level, etc.). It is possible for a cleric to give the enchanted stone(s) to another character to throw. Note that some religious organizations may forbid their clerics from using this spell, since it enables the cleric to use a missile weapon (of sorts).

Penetrate Disguise (Divination)

Level: 1
Range: 12"
Duration: 1 round
Area of Effect: *One individual*
Components: V, S
Casting Time: 2 rounds
Saving Throw: *Neg.*

Explanation/Description: By means of this spell, the cleric is empowered to see through a disguise composed solely of makeup or altered clothing (i.e., non-magical in nature). The cleric cannot identify what class or profession the disguised figure actually belongs to, nor the true appearance of the figure; the spell merely points out that the target figure is posing as someone or something else. The spell does not detect actual rank or status and cannot reveal an illusion for what it is, but it can detect whether a figure is the object of a *friends* spell. The spell cannot detect any deception involving alignment. The target of the spell is allowed a saving throw versus spell, and if this saving throw is made, the disguise will be enhanced in the eyes of the cleric, so that the caster becomes convinced that the target figure actually is what he claims to be. Being under the effect of a *bless* spell, wearing magic armor, or using a magic item of protection (such as a cloak or ring) will give the target an appropriate bonus to the saving throw.



Portent (Divination)

Level: 1
 Range: Touch
 Duration: Special
 Area of Effect: Spell caster or figure touched

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: This spell enables the cleric to tell something of his or another figure's future "luck." This "luck" takes the form of an improvement or reduction in a "to hit" roll or a saving throw at some point in the future unknown to the character who is the object of the *portent*. After this spell is cast, the Dungeon Master makes two die rolls in secret: First, 1d12, to determine at what point in the future the *portent* takes effect; second, 1d6 to determine the exact effect (roll of 1 = -3; 2 = -2; 3 = -1; 4 = +1; 5 = +2; 6 = +3). Based upon the result of the 1d6 roll, the DM should indicate to the player of the cleric character whether the *portent* is good, fair (which can be moderately good or moderately bad), or poor. The recipient of the spell will usually also be given this information. The result of the d12 roll represents the number of "to hit" rolls or saving throws that the target character must make before the roll to be affected by the *portent* occurs; e.g., if a 12 is rolled, then the 12th such roll thereafter will be the one to which the *portent* is applied. Die rolls only apply toward this count if they are taken in life-or-death (i.e., combat or peril) situations; the count is suspended if the character contrives to perform (for instance) saving throws against non-harmful effects in an effort to "sidestep" the *portent*. Die rolls that do apply toward this count include: Saving throws made in combat or against magical effects, "to hit" rolls made by the character, and "to hit" rolls made by an opponent against the character. When the die roll designated by the *portent* is made, the result will be adjusted upward or downward as indicated by the result of the d6 roll; thus, the character will be either more or less likely to score a hit, more or less likely to be hit, or more or less likely to succeed on a saving throw. The material component for this spell is either a numbered wheel or tea leaves.

Precipitation (Alteration)

Level: 1
 Range: 1"/level
 Duration: 1 segment/level
 Area of Effect: 3" diameter cylinder up to 12" high

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: When this spell is cast, all water vapor in the atmosphere within the area of effect is precipitated in the form of a light rain. (Note that low-level spell casters will certainly be within the area of effect of the spell.) The rain will continue for only as many segments of time as the spell caster has levels of experience. Since only some 1/100 of an inch of precipitation falls during the course of a segment, the spell will have only the following general effects:

Thin, light material will become damp in 1 segment and thoroughly wet thereafter.

Twigs and heavy material such as canvas will be damp in 2 segments and wet thereafter.

Flat, relatively non-porous surfaces, such as stone floors, rock, painted wood, etc., will be damp in 1 segment and filmed with water thereafter.

Semi-porous surfaces and materials will become damp on the surface in 2 segments, and thereafter the damp area will progress downward/inward, until after 5 segments the surface or material will be thoroughly wet.

Porous surfaces and materials will simply absorb the rain up to the limit of their capacity — which probably extends well beyond the duration of the spell.

Small flames, such as those of candles, will be extinguished by 1 segment of precipitation. Small fires will slow and become smoky for 1 round after precipitation has ceased. Large fires will not be materially affected by the spell.

Note that if the temperature is above 90° F., the duration of the spell will be extended to double normal except in arid regions. Also, where the temperature ranges between 33° and 31° F., the precipitation will fall in the form of sleet. At 30° F. and below, the precipitation will fall as rather thick snow, and most dampness/wetness effects will be negated or postponed until the snow melts. If magical heat of large area (i.e., a wall of fire, fireball, flame strike, etc.) is applied to precipitation, a cloud of warm fog of double the area of the precipitation effect will be formed. If magical cold is applied to the spell or the water which remains thereafter, normal ice will be formed. The material component of the spell is a pinch of silver dust.

Protection From Evil (Abjuration) Reversible

Level: 1
 Range: Touch
 Duration: 3 rounds/level
 Area of Effect: Creature touched

Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: None

Explanation/Description: When this spell is cast, it acts as if it were a magical armor upon the recipient. The protection encircles the recipient at a one foot distance, thus preventing bodily contact by creatures of an enchanted or conjured nature such as aerial servants, demons, devils, djinn, efreet, elementals, imps, invisible stalkers, night hags, quasits, salamanders, water weirds, wind walkers, and xorn. Summoned animals or monsters are similarly hedged from the protected creature. Furthermore, any and all attacks launched by evil creatures incur a penalty of -2 from dice rolls "to hit" the protected creature, and any saving throws caused by such attacks are made at +2 on the protected creature's dice. This spell can be reversed to become *protection from good*, although it still keeps out enchanted evil creatures as well. To complete this spell, the cleric must trace a 3' diameter circle upon the floor (or ground) with holy water for protection from evil, with blood for protection from good — or in the air using burning incense or smoldering dung with respect to evil/good.

Purify Food & Drink (Alteration) Reversible

Level: 1
 Range: 3"
 Duration: Permanent
 Area of Effect: 1 cubic foot/level, 1" square area

Components: V, S
 Casting Time: 1 round
 Saving Throw: None

Explanation/Description: When cast, the spell will make spoiled, rotten, poisonous or otherwise contaminated food and/or water pure and suitable for eating and/or drinking. Up to 1 cubic foot of food and/or drink can be thus made suitable for consumption. The reverse of the spell putrefies food and drink, even spoiling holy water. Unholy water is spoiled by purify water.

Remove Fear (Abjuration) Reversible

Level: 1
 Range: Touch
 Duration: Special
 Area of Effect: Creature touched

Components: V, S
 Casting Time: 4 segments
 Saving Throw: None

Explanation/Description: By touch, the cleric instills courage in the spell recipient, raising the creature's saving throw against magical fear attacks by +4 on dice rolls for 1 turn. If the recipient has already been affected by fear, and failed the appropriate saving throw, the touch allows another saving throw to be made, with a bonus of +1 on the dice for every level of experience of the caster, i.e. a 2nd level cleric gives a +2 bonus, a 3rd level +3, etc. A "to hit" dice roll must be made to touch an unwilling recipient. The reverse of the spell, cause fear, causes the victim to flee in panic at maximum movement speed away from the caster for 1 round per level of the cleric causing such fear. Of course, cause fear can be countered by remove fear and vice versa.

CLERIC SPELLS, 2ND LEVEL

Resist Cold (Alteration)

Level: 1
Range: Touch
Duration: 1 turn/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When this spell is placed on a creature by a cleric, the creature's body is insured to cold. The recipient can stand zero degrees Fahrenheit without discomfort, even totally nude. Greater cold, such as that produced by a sword of cold, ice storm, cold wand, or white dragon's breath, must be saved against. All saving throws against cold are made with a bonus of +3, and damage sustained is one-half (if the saving throw is not made) or one-quarter (if the saving throw is made) of damage normal from that attack form. The resistance lasts for 1 turn per level of experience of the caster. A pinch of sulphur is necessary to complete this spell.

Sanctuary (Abjuration)

Level: 1
Range: Touch
Duration: 2 rounds + 1 round/level
Area of Effect: One creature

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: When the cleric casts a sanctuary spell, any opponent must make a saving throw versus magic in order to strike or otherwise attack him or her. If the saving throw is not made, the creature will attack another and totally ignore the cleric protected by the spell. If the saving throw is made, the cleric is subject to normal attack process including dicing for weapons to hit, saving throws, damage. Note that this spell does not prevent the operation of area attacks (fireball, ice storm, etc.). During the period of protection afforded by this spell, the cleric cannot take offensive action, but he or she may use non-attack spells or otherwise act in any way which does not violate the prohibition against offensive action. This allows the cleric to heal wounds, for example, or to bless, perform an augury, chant, cast a light in the area (not upon an opponent!), and so on. The components of the spell include the cleric's holy/unholy symbol and a small silver mirror.



Second Level Spells:

Aid (Necromantic - Conjuraction)

Level: 2
Range: Touch
Duration: 1 round + 1/level
Area of Effect: One person

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: The recipient of this spell gains the benefit of a *bless* spell and a special benison of 1-8 additional hit points. The *bless* lasts as long as the *aid* spell, as do the hit points thus gained. The *aid* allows a character to actually have more hit points than the character's full normal total. The added hit points last only for the duration of the *aid* spell. Any damage taken by the recipient while the *aid* spell is in effect is taken off the 1-8 additional hit points before regular ones are lost. Hit points bestowed by an *aid* spell and then lost cannot be regained by curative magic. *Example:* A 1st-level fighter has 8 hit points, takes 2 points of damage, and then receives an *aid* spell which gives 6 additional hit points. The fighter now has 12 hit points, 6 of which are temporary. If he is then hit for 7 points of damage, 1 regular point and all 6 of the temporary points are lost. The material components of this spell are a tiny strip of white cloth with a sticky substance (such as tree sap) on the ends, plus the cleric's holy symbol.

Augury (Divination)

Level: 2
Range: 0
Duration: Special

Components: V, S, M
Casting Time: 2 rounds
Saving Throw: None

Explanation/Description: The cleric casting an augury spell seeks to divine whether an action in the immediate future (within 3 turns) will be for the benefit of, or harmful to, the party. The base chance for correctly divining the augury is 70%, plus 1% for each level of the cleric casting the spell, i.e. 71% at 1st level, 72% at 2nd, etc. Your referee will determine any adjustments due for the particular conditions of each augury. For example, assume that a party is considering the destruction of a weird seal which closes a portal. Augury is used to find if weal or woe will be the ultimate result to the party. The material component for augury is a set of gem-inlaid sticks, dragon bones, or similar tokens, or the wet leaves of an infusion which remain in the container after the infused brew is consumed. If the last method is used, a crushed pearl of at least 100 g.p. value must be added to the concoction before it is consumed.

Chant (Conjuraction/Summoning)

Level: 2
Range: 0
Duration: Time of chanting
Area of Effect: 3" radius

Components: V, S
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: By means of the chant, the cleric brings into being a special favor upon himself or herself and his or her party, and causes harm to his or her enemies. Once the chant spell is completed, all attacks, damage and saving throws made by those in the area of effect who are friendly to the cleric are at +1, while those of the cleric's enemies are at -1. This bonus/penalty continues as long as the cleric continues to chant the mystic syllables and is stationary. An interruption, however, such as an attack which succeeds and causes damage, grappling the chanter, or a magical silence, will break the spell.

Detect Charm (Divination) Reversible

Level: 2
Range: 3"
Duration: 1 turn
Area of Effect: One creature

Components: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When used by a cleric, this spell will detect whether or not a person or monster is under the influence of a charm spell. Up to 10 creatures can be thus checked before the spell wanes. The reverse of the spell protects from such detection, but only a single creature can be so shielded.

Detect Life (Divination)

Level: 2
Range: 10'/level
Duration: 5 rounds
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By the use of this spell, a cleric can tell if a target creature is alive. The magic will *detect life* in the recipient of a *feign death* spell, or someone in a coma, deathlike trance, or state of *suspended animation*. If cast upon the body of a creature that is engaged in *astral travel*, it will reveal that the creature is alive. The spell works on plants and plant creatures as well as animals. The spell's range is diminished if more than a one-inch thickness of wood or stone lies between the cleric and the subject. Each inch of thickness of a wood or stone barrier is treated as 10 feet of open space. A barrier of metal of any thickness will cause the spell to fail and be ruined. Any form of mental protection, including those of psionic or magical nature, will likewise ruin the spell without anything being detected. The spell will detect the first living creature that lies along the cleric's line of sight (and within range), or else the first creature that crosses the line-of-sight path before the duration expires.

**Dust Devil** (Conjuration/Summoning)

Level: 2
Range: 3"
Duration: 1 round/level
Area of Effect: *Special*

Components: V, S
Casting Time: 3 rounds
Saving Throw: *None*

Explanation/Description: This spell enables a cleric to conjure up a weak air elemental — a *dust devil* of AC 4, 2 HD, MV 18", 1 attack for 1-4 points of damage, which can be hit by normal weapons. Magic weapons of any type cause it double damage. The *dust devil* appears as a small whirlwind 5 feet in diameter at its base, 15 feet tall, and 10 feet across at the top. It will move as directed by the cleric, but will be dispelled if ordered to go farther than 3" away from the spell caster. The winds of the *dust devil* can hold a gas cloud or a creature in *gaseous form* at bay or push it away from the caster (though it cannot damage or dispel such a cloud). Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. If skimming along the ground in an area of loose dust, sand or ash, the *dust devil* will pick up those particles and disperse them in a cloud 30 feet in diameter centered around the *dust devil*. Normal vision is not possible through the cloud, and creatures caught in the cloud will be effectively blinded until one round after they are free of it. Spell casting is virtually impossible for someone caught inside such a cloud or inside the *dust devil* itself; even if the creature fails to score damage on the victim from the buffeting of its winds, a spell caster must make a saving throw versus spell to keep his or her concentration (and the spell) from being ruined. Any creature native to the Elemental Plane of Air — even another creature of the same sort — can dismiss a *dust devil* at will from a distance of 3" or less. Creatures not native to the plane occupied by the spell caster are not affected by the *dust devil*. It is automatically dispelled if it contacts any creature with innate magic resistance — but not until after it gets a chance to hit and do damage.

Enthrall (Enchantment/Charm)

Level: 2
Range: 3"
Duration: *Special*
Area of Effect: 90' radius

Components: V, S
Casting Time: 1 round
Saving Throw: *Neg.*

Explanation/Description: A cleric who uses this spell can bind and *enthrall* an audience that can fully understand his or her language. Listeners of the same race as the cleric are allowed a saving throw versus spell; those of a different race which is generally unfriendly to the cleric's race save at +4. It is impossible to *enthrall* a character or creature with more than 4 levels or hit dice, or one with a wisdom score greater than 15.

To effect the spell, the caster must speak without interruption for a full round. Thereafter, the enchantment lasts for as long as the cleric keeps speaking, to a maximum of 6 turns. Those who fail their saving throw will view the cleric as if he or she had a charisma of 21 (loyalty base + 70%, reaction adjustment + 50%). They will stand and listen to the cleric's words, but will not act on them as if a *suggestion* had been cast. When the cleric stops talking, the spell is broken and the listeners regain control of their own minds. Any form of attack (i.e., a successful hit or the casting of a spell) against the cleric will instantly cancel the *enthrall* spell, as will any attempt by the cleric to cast a different spell or perform some other action. Members of the audience who make a successful saving throw will view the cleric as having a

charisma of 3; they may (50% chance) hoot and jeer, allowing a new saving throw for others listening. If the cleric tries to take undue advantage of the spell by preaching about a religion or alignment opposed to that to which the members of the audience subscribe, each "offended" listener is allowed a new saving throw at +5.

Find Traps (Divination)

Level: 2
Range: 3"
Duration: 3 turns
Area of Effect: 1" path

Components: V, S
Casting Time: 5 segments
Saving Throw: *None*

Explanation/Description: When a cleric casts a *find traps* spell, all traps — concealed normally or magically — of magical or mechanical nature become visible to him or her. Note that this spell is directional, and the caster must face the desired direction in order to determine if a trap is laid in that particular direction.

Hold Person (Enchantment/Charm)

Level: 2
Range: 6"
Duration: 4 rounds + 1 round/level
Area of Effect: One to three creatures

Components: V, S, M
Casting Time: 5 segments
Saving Throw: *Neg.*

Explanation/Description: This spell holds immobile, and freezes in places, from 1-3 humans or humanoid creatures (see below) for 5 or more melee rounds. The level of the cleric casting the *hold person* spell dictates the length of time the effect will last. The basic duration is 5 melee rounds at 1st level, 6 rounds at 2nd level, 7 rounds at 3rd level, etc. If the spell is cast at three persons, each gets a saving throw at the normal score; if only two persons are being enspelled, each makes their saving throw at -1 on their die; if the spell is cast at but one person, the saving throw die is at -2. Persons making their saving throws are totally unaffected by the spell. Creatures affected by a *hold person* spell are: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes. The spell caster needs a small, straight piece of iron as the material component of this spell.

1st level, 6 rounds at 2nd level, 7 rounds at 3rd level, etc. If the spell is cast at three persons, each gets a saving throw at the normal score; if only two persons are being enspelled, each makes their saving throw at -1 on their die; if the spell is cast at but one person, the saving throw die is at -2. Persons making their saving throws are totally unaffected by the spell. Creatures affected by a *hold person* spell are: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes. The spell caster needs a small, straight piece of iron as the material component of this spell.

Holy Symbol (Conjuration/Summoning)

Level: 2
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One object*

Components: V, S, M
Casting Time: 1 turn
Saving Throw: *None*

Explanation/Description: This spell is used to prepare a cleric's holy symbol, or to create a new symbol to replace a lost or damaged one. The new symbol-to-be, which is the spell's material component (and obviously is not consumed in the casting), must be crafted of appropriate material depending on the religion/deity in question, and must be of the proper shape and design — a cleric cannot pick up just any item and make it into a holy symbol. A cleric may possess two holy symbols at one time, and this spell can be used to create a second one as a spare. No cleric can create a holy symbol related to a religion or deity other than the one that he or she worships. The holy symbol of a good or evil cleric will radiate a faint aura of good or evil, but is not a magical object *per se*. The holy symbol of a cleric who is of neutral morals (with respect to good and evil) will have no such aura.

CLERIC SPELLS, 2ND LEVEL

Know Alignment (Divination) Reversible

Level: 2
Range: 1"
Duration: 1 turn
Area of Effect: One creature/round

Components: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: A *know alignment* spell enables the cleric to exactly read the aura of a person — human, semi-human, or non-human. This will reveal the exact alignment of the person. Up to 10 persons can be examined with this spell. The reverse totally obscures alignment, even from this spell, of a single person for 1 turn, two persons for 5 rounds, etc. Certain magical devices will negate the ability to *know alignment*.

Messenger (Enchantment/Charm)

Level: 2
Range: 2"/level
Duration: 1 hour/level
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 round
Saving Throw: Neg.

Explanation/Description: This spell enables the cleric to call upon a small (size S) creature of at least *animal* intelligence to act as his or her *messenger*. The spell does not affect creatures that are "giant" types, and it will not work on creatures with an intelligence score of 4 or higher, or with a rating of *low* intelligence or better (whichever applies). If the creature is already within range, the cleric, using some type of food desirable to the animal as a lure, can call the animal to come. The animal is allowed a saving throw versus spell, and if this succeeds the spell fails. If the saving throw is failed, the animal will advance toward the cleric and await his or her bidding. The cleric can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The spell caster can attach some small item or note to the animal. If so instructed, the animal will then wait at that location until the duration of the spell expires. (Note that unless the intended recipient of a message is expecting a *messenger* in the form of a small animal or bird, the carrier may be ignored.) When the spell's duration expires, the animal or bird will return to its normal activities. The intended receiver of a message gains no communication ability.

Resist Fire (Alteration)

Level: 2
Range: Touch
Duration: 1 turn/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: When this spell is placed upon a creature by a cleric, the creature's body is toughened to withstand heat, and boiling temperature is comfortable. The recipient of the *resist fire* spell can even stand in the midst of very hot or magical fires such as those produced by red-hot charcoal, a large amount of burning oil, flaming swords, fire storms, fire balls, meteor swarms, or red dragon's breath — but these will affect the creature, to some extent. The recipient of the spell gains a bonus of +3 on saving throws against such attack forms, and all damage sustained is reduced by 50%; therefore, if the saving throw is not made, the creature sustains one-half damage, and if the saving throw is made only one-quarter damage is sustained. Resistance to fire lasts for 1 turn for each level of experience of the cleric placing the spell. The caster needs a drop of mercury as the material component of this spell.

Silence, 15' Radius (Alteration)

Level: 2
Range: 12"
Duration: 2 rounds/level
Area of Effect: 30' diameter sphere

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: Upon casting this spell, complete silence prevails in the area of its effect. All sound is stopped, so all conversation is impossible, spells cannot be cast, and no noise whatsoever issues forth. The spell can be cast into the air or upon an object. The spell of *silence* lasts for 2 rounds for each level of experience of the cleric, i.e. 2 rounds at 1st level, 4 at 2nd, 6 at 3rd, 8 at 4th and so forth. The spell can be cast upon a creature, and the effect will then radiate from the creature and move as it moves. If the creature is unwilling, it saves against the spell, and if the saving throw is made, the spell effect locates about one foot behind the target creature.

Resist Fire (Alteration)

Level: 2
Range: Touch
Duration: 1 turn/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: When this spell is placed upon a creature by a cleric, the creature's body is toughened to withstand heat, and boiling temperature is comfortable. The recipient of the *resist fire* spell can even stand in the midst of very hot or magical fires such as those produced by red-hot charcoal, a large amount of burning oil, flaming swords, fire storms, fire balls, meteor swarms, or red dragon's breath — but these will affect the creature, to some extent. The recipient of the spell gains a bonus of +3 on saving throws against such attack forms, and all damage sustained is reduced by 50%; therefore, if the saving throw is not made, the creature sustains one-half damage, and if the saving throw is made only one-quarter damage is sustained. Resistance to fire lasts for 1 turn for each level of experience of the cleric placing the spell. The caster needs a drop of mercury as the material component of this spell.

Silence, 15' Radius (Alteration)

Level: 2
Range: 12"
Duration: 2 rounds/level
Area of Effect: 30' diameter sphere

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: Upon casting this spell, complete silence prevails in the area of its effect. All sound is stopped, so all conversation is impossible, spells cannot be cast, and no noise whatsoever issues forth. The spell can be cast into the air or upon an object. The spell of *silence* lasts for 2 rounds for each level of experience of the cleric, i.e. 2 rounds at 1st level, 4 at 2nd, 6 at 3rd, 8 at 4th and so forth. The spell can be cast upon a creature, and the effect will then radiate from the creature and move as it moves. If the creature is unwilling, it saves against the spell, and if the saving throw is made, the spell effect locates about one foot behind the target creature.

Slow Poison (Necromantic)

Level: 2
Range: Touch
Duration: 1 hour/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When this spell is placed upon a poisoned individual it greatly slows the effects of any venom, even causing a supposedly dead individual to have life restored if it is cast upon the victim within a number of turns less than or equal to the level of experience of the cleric after the poisoning was suffered, i.e. a victim poisoned up to 10 turns previously could be temporarily saved by a 10th or higher level cleric who cast *slow poison* upon the victim. While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic, but each turn the poisoned creature will lose 1 hit point from the effect of the venom (although the victim will never go below 1 hit point while the *slow poison* spell's duration lasts). Thus, in the example above, the victim poisoned 10 turns previously has only 10 hit points, so when the 10th level cleric casts the spell, the victim remains with 1 hit point until the spell duration expires, and hopefully during that period a full cure can be accomplished. The material components of this spell are the cleric's holy/unholy symbol and a bud of garlic which must be crushed and smeared on the victim's bare feet.



Snake Charm (Enchantment/Charm)

Level: 2
Range: 3"
Duration: *Special*
Area of Effect: *Special*

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: When this spell is cast, a hypnotic pattern is set up which causes one or more snakes to cease all activity except a semi-erect postured swaying movement. If the snakes are charmed while in a torpor, the duration of the spell is 3 to 6 turns ($d4+2$); if the snakes are not torpid, but are not aroused and angry, the charm lasts 1 to 3 turns; if the snakes are angry and/or attacking, the snake charm spell will last from 5 to 8 melee rounds ($d4+4$). The cleric casting the spell can charm snakes whose hit points are less than or equal to those of the cleric. On the average, a 1st level cleric could charm snakes with a total of 4 or 5 hit points; a 2nd level cleric 9 hit points, a 3rd level 13 or 14 hit points, etc. The hit points can represent a single snake or several of the reptiles, but the total hit points cannot exceed those of the cleric casting the spell.

Speak With Animals (Alteration)

Level: 2
Range: 0
Duration: 2 rounds/level
Area of Effect: One animal within 3" radius of cleric

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: By employing this spell, the cleric is empowered to comprehend and communicate with any warm or cold-blooded animal which is not mindless (such as an amoeba). The cleric is able to ask questions, receive answers, and generally be on amicable terms with the animal. This ability lasts for 2 melee rounds for each level of experience of the cleric employing the spell. Even if the bent of the animal is opposite to that of the cleric (evil/good, good/evil), it and any others of the same kind with it will not attack while the spell lasts. If the animal is neutral or of the same general bent as the cleric (evil/evil, good/good), there is a possibility that the animal, and its like associates, will do some favor or service for the cleric. This possibility will be determined by the referee by consulting a special reaction chart, using the charisma of the cleric and his actions as the major determinants. Note that this spell differs from *Speak with Monsters* (q.v.), for it allows conversation only with basically normal, non-fantastic creatures such as apes, bears, cats, dogs, elephants, and so on.

Spiritual Hammer (Invocation)

Level: 2
Range: 3"
Duration: 1 round/level
Area of Effect: One opponent

Components: V, S, M
Casting Time: 5 segments
Saving Throw: *Special*

Explanation/Description: By calling upon his or her deity, the cleric casting a *spiritual hammer* spell brings into existence a field of force which is shaped vaguely like a hammer. This area of force is hammer-sized, and as long as the cleric who invoked it concentrates upon the hammer, it will strike at any opponent within its range as desired by the cleric. The force area strikes as a magical weapon equal to one plus per 3 levels of experience of the spell caster for purposes of being able to strike creatures, although it has no magical plusses whatsoever "to hit", and the damage it causes when it scores a hit is exactly the same as a normal war hammer, i.e. 1-6 versus opponents of man-size or smaller, 1-4 upon larger opponents. Furthermore, the hammer strikes at exactly the same level as the cleric controlling it, just as if the cleric was personally wielding the weapon. As soon as the cleric ceases concentration, the *spiritual hammer* is dispelled. **Note:** If the cleric is behind an opponent, the force can strike from this position, thus gaining all bonuses for such an attack and negating defensive protections such as shield and dexterity. The material component of this spell is a normal war hammer which the cleric must hurl towards opponents whilst uttering a plea to his or her deity. The hammer disappears when the spell is cast.

Withdraw (Alteration)

Level: 2
Range: 0
Duration: *Special*
Area of Effect: *The cleric*

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: By means of a *withdraw* spell, the cleric effectively alters the flow of time with regard to himself or herself. While but 1 segment of time passes for those not affected by the spell, the cleric is able to spend 1 round of time in contemplation. The base spell duration is 2 segments (2 rounds, from the cleric's point of view), and the cleric adds 1 additional increment of time for each level of experience he or she possesses. Thus, at the 5th level of experience, the spell caster could spend up to 6 rounds cogitating on some matter while but 6 segments of time passed for all others. (The DM must allow the spell caster 1 minute of real time per segment to ponder some problem or question. No discussion with non-affected characters is permitted.) Note that while affected by the *withdraw* spell, the cleric can perform only these particular acts: the casting of an *augury* spell, any curing or healing spells, or any informational spells — and all such spells can only be cast upon the cleric himself or herself. The casting of any of these spells in a different fashion (e.g., a *cure light wounds* bestowed upon a companion) will cause the magic of the *withdraw* spell to cease. Similarly, the cleric who is affected by the *withdraw* spell cannot walk or run, become *invisible*, or otherwise engage in actions other than thinking, reading, and the like. The *withdrawn* cleric can be affected by the actions of others while under the influence of this spell, and any attack upon the cleric which succeeds will break the spell.

Wyvern Watch (Evocation)

Level: 2
Range: 3"
Duration: 8 hours or until strike
Area of Effect: 1' diameter sphere

Components: V, S, M
Casting Time: 5 segments
Saving Throw: *Neg.*

Explanation/Description: This spell is known as *wyvern watch* because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion. Any creature that approaches within 1" of the area in question is subject to attack from the spell force. The "wyvern" will strike, and any creature so attacked must make its saving throw versus spell or else stand *paralyzed* for 1 round per level of the caster, or until freed by the spell caster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the target creature was missed by the attack of the wyvern-form, and the spell remains in place. As soon as a target creature is successfully struck by the wyvern-form, the *paralysis* takes effect and the force of the spell itself is dissipated. The spell force will likewise dissipate if no intruder is struck by the wyvern-form for 8 hours after the spell is cast. Any creature approaching the space being guarded by the wyvern-form may be able to detect its presence before coming close enough to be attacked; this chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness. The material component is the cleric's holy/unholy symbol.



CLERIC SPELLS, 3RD LEVEL

Third Level Spells:

Animate Dead (Necromantic)

Level: 3
Range: 1"
Duration: Permanent
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell creates the lowest of the undead monsters, skeletons or zombies, from the bones or bodies of dead humans. The effect is to cause these remains to become animated and obey the commands of the cleric casting the spell. The skeletons or zombies will follow, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The spell will animate the monsters until they are destroyed or until the magic is dispelled. (See *dispel magic* spell). The cleric is able to animate 1 skeleton or 1 zombie for each level of experience he or she has attained. Thus, a 2nd level cleric can animate 2 of these monsters, a 3rd level 3, etc. The act of animating dead is not basically a good one, and it must be used with careful consideration and good reason by clerics of good alignment. It requires a drop of blood, a piece of human flesh, and a pinch of bone powder or a bone shard to complete the spell.

Cloudburst (Alteration)

Level: 3
Range: 1"/level
Duration: 1 round
Area of Effect: 3" diam. cylinder up to 6" high

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None (& special)

Explanation/Description: By means of this spell the caster causes the atmosphere to instantly precipitate all of its water vapor in the form of huge drops of rain, the resulting condensation not only causing a true downburst of rain but also sucking more vapor into the area to likewise be precipitated. The *cloudburst* will effectively drench everything in its area of effect within 1 segment, for its rain will fall at the rate of 1/10 inch per segment, or 1 inch of rainfall in 1 round. All normal fires within the area of effect will be extinguished by a *cloudburst* — small ones instantly, medium-sized ones in 3-5 segments, and large-sized ones in 8-10 segments. Magical fires will also be extinguished by a *cloudburst*, with the following general rules applying:

Permanent magical fires will re-light in 1-2 rounds. Small, rekindlable magical fires such as that of a *flame tongue* sword will be affected only during the actual *cloudburst*.

Spells such as *produce fire* and *burning hands* will be negated. Large-area spells such as *fireball*, *flame strike*, *wall of fire*, etc., will, in the course of being extinguished, vaporize the rain into a cloud of steam covering an area four times as large as the spell's area of effect (i.e., a cylinder of up to 12" in diameter and as much as 24" high). This steam will inflict 1-3 points of damage per round on normal creatures within its area, and will do twice that damage to cold-dwelling or cold-using creatures. The cloud of steam will persist for 2-5 rounds, half that if a breeze is blowing, or only 1 round if a strong wind is blowing.

In arid regions, the *cloudburst* will act only as a double-strength *precipitation* spell. In hot and humid areas, the duration of the spell will be extended to 2 rounds. In areas with a temperature between 33° and 31° F. inclusive, sleet rather than rain will fall, with ice and slush being formed when it accumulates. In temperatures of 30° F. and lower, the *cloudburst* becomes a *snowburst*, with one inch of snow per segment falling. The material components for the spell are powdered silver and powdered iodine crystals, plus the cleric's holy symbol.

Continual Light (Alteration) Reversible

Level: 3
Range: 12"
Duration: Permanent
Area of Effect: 6" radius globe

Components: V, S
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: This spell is similar to a *light* spell, except that it lasts until negated (by a *continual darkness* or *dispel magic* spell) and its brightness is very great, being nearly as illuminating as full daylight. It can be cast into air, onto an object, or at a creature. In the third case, the *continual light* affects the space about one foot behind the creature if the latter makes its saving throw. Note that this spell will blind a creature if it is successfully cast upon the visual organs, for example. Its reverse causes complete absence of light.

Create Food & Water (Alteration)

Level: 3
Range: 1"
Duration: Permanent
Area of Effect: 1 cubic foot/level

Components: V, S
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When this spell is cast, the cleric causes food and/or water to appear. The food thus created is highly nourishing, and each cubic foot of the material will sustain three human-sized creatures or one horse-sized creature for a full day. For each level of experience the cleric has attained, 1 cubic foot of food and/or water is created by the spell, i.e. 2 cubic feet of food are created by a 2nd level cleric, 3 by a 3rd, 4 by a 4th, and so on; or the 2nd level cleric could create 1 cubic foot of food and 1 cubic foot of water, etc.

Cure Blindness (Abjuration) Reversible

Level: 3
Range: Touch
Duration: Permanent
Area of Effect: Creature touched

Components: V, S
Casting Time: 1 round
Saving Throw: None

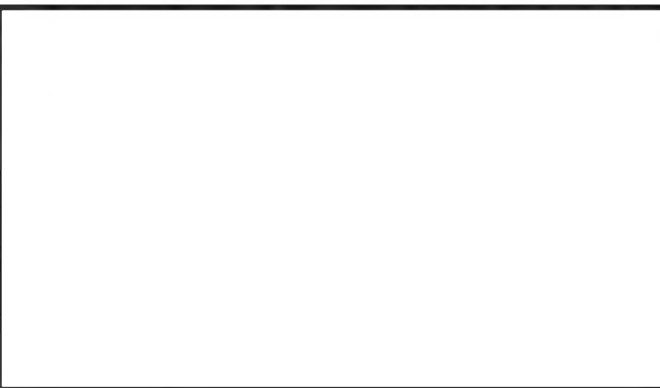
Explanation/Description: By touching the creature afflicted, the cleric employing the spell can permanently cure most forms of blindness. Its reverse, *cause blindness*, requires a successful touch upon the victim, and if the victim then makes the saving throw, the effect is negated.

Cure Disease (Abjuration) Reversible

Level: 3
Range: Touch
Duration: Permanent
Area of Effect: Creature touched

Components: V, S
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: The cleric cures most diseases — including those of a parasitic, bacterial, or viral nature — by placing his or her hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from 1 turn to 1 week, depending on the kind of disease and the state of its advancement when the cure took place. The reverse of the *cure disease* spell is *cause disease*. To be effective, the cleric must touch the intended victim, and the victim must fail the saving throw. The disease caused will begin to affect the victim in 1-6 turns, causing the afflicted creature to lose 1 hit point per turn, and 1 point of strength per hour, until the creature is at 10% of original hit points and strength, at which time the afflicted is weak and virtually helpless.



Death's Door (Necromantic)

Level: 3
 Range: *Touch*
 Duration: *1 hour/level*
 Area of Effect: *One human or demi-human*

Components: *V, S, M*
 Casting Time: *5 segments*
 Saving Throw: *None*

Explanation/Description: When a cleric employs this spell, he or she touches a human or demi-human who is unconscious and "at death's door" (-1 to -9 hit points). The spell immediately brings the individual to 0 hit points. While the individual remains unconscious, bleeding and deterioration are stopped for the duration of the *death's door* spell. The subject, because of being treated by the spell and now being at 0 hit points, can be brought to consciousness, and have hit points restored, by means of *cure light wounds*, *cure serious wounds*, etc., potions such as *healing* or *extra-healing*, or clerical or other items which magically restore lost hit points. The material components of the spell are the cleric's holy/unholy symbol, a bit of white linen, and any form of unguent.

Dispel Magic (Abjuration)

Level: 3
 Range: *6"*
 Duration: *Permanent*
 Area of Effect: *3" cube*

Components: *V, S*
 Casting Time: *6 segments*
 Saving Throw: *None*

Explanation/Description: When a cleric casts this spell, it neutralizes or negates the magic it comes in contact with as follows: A *dispel magic* will not affect a specially enchanted item such as a scroll, magic ring, wand, rod, staff, miscellaneous magic item, magic weapon, magic shield, or magic armor. It will destroy magic potions (they are treated as 12th level for purposes of this spell), remove spells cast upon persons or objects, or counter the casting of spells in the area of effect. The base chance for success of a *dispel magic* spell is 50%. For every level of experience of the character casting the *dispel magic* above that of the creature whose magic is to be dispelled (or above the efficiency level of the object from which the magic is issuing), the base chance increases by 5%, so that if there are 10 levels of difference, there is a 100% chance. For every level below the experience/efficiency level of the creature/object, the base chance is reduced by 2%. Note that this spell can be very effective when used upon *charmed* and similarly beguiled creatures. It is automatic in negating the spell caster's own magic.

Feign Death (Necromantic)

Level: 3
 Range: *Touch*
 Duration: *1 turn + 1 round/level*
 Area of Effect: *One person*

Components: *V, S, M*
 Casting Time: *2 segments*
 Saving Throw: *None*

Explanation/Description: Except as noted above, this spell is the same as the third level magic-user spell, *feign death* (q.v.). Note that a character of any level may be affected by the cleric casting this spell, and that the material components are a pinch of graveyard dirt and the cleric's holy/unholy symbol.

Flame Walk (Alteration)

Level: 3
 Range: *Touch*
 Duration: *1 turn + 1/level*
 Area of Effect: *Special*

Components: *V, S, M*
 Casting Time: *5 segments*
 Saving Throw: *None*

Explanation/Description: By means of this spell the caster is able to empower himself or herself, or another creature of man-size and comparable mass, to withstand non-magical fires up to temperatures of 2,000° F. It also confers a +2 bonus to saving throws against magical fires. For every level of experience above the minimum required to create the *dweomer* (5th), the caster can affect an additional man-sized creature. This growing power enables multiple individuals, or one or more of greater than man-size and mass, to be affected by the *flame walk* spell. For instance, an 11th-level caster could empower both himself or herself and a steed such as a horse to move in molten

lava. (Consider a horse to be equivalent to 6 humans for purposes of this spell; conversely, halfling-sized creatures count as 1/2 human apiece, and pixie-sized creatures are considered equivalent to 1/4 human each.) The material components of the spell are at least 500 gp of powdered ruby and the cleric's holy/unholy symbol.

Glyph of Warding (Abjuration-Evocation)

Level: 3
 Range: *Touch*
 Duration: *Permanent until discharged*
 Area of Effect: *25 square feet per level of the spell caster*

Components: *V, S, M*
 Casting Time: *Special*
 Saving Throw: *Special*

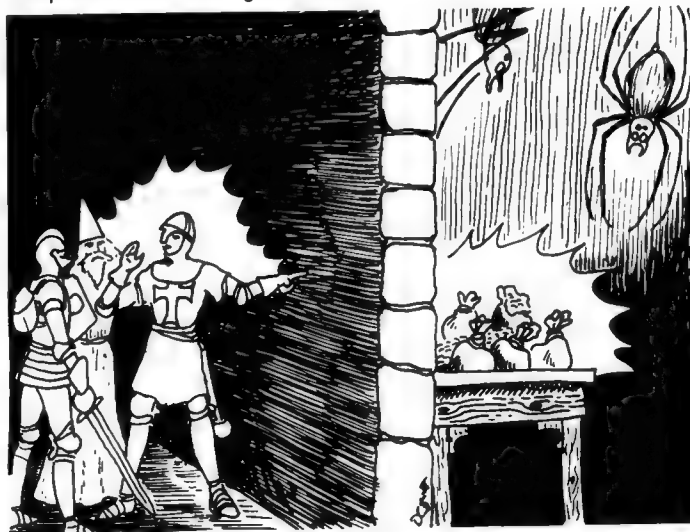
Explanation/Description: A *glyph of warding* is a powerful inscription magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, ward an entry, or as a trap on a chest or box. When the spell is cast, the cleric weaves a tracery of faintly glowing lines around the warding sigil. For every square foot of area to be protected, 1 segment of time is required to trace the warding lines from the glyph, plus the initial segment during which the sigil itself is traced. A maximum of a 5' X 5' area per level can be warded. When the spell is completed, the glyph and tracery become invisible, but any creature touching the protected area without first speaking the name of the glyph the cleric has used to serve as a ward will be subject to the magic it stores. Saving throws apply, and will either reduce effects by one-half or negate them according to the glyph employed. The cleric must use incense to trace this spell, and then sprinkle the area with powdered diamond (at least 2,000 g.p. worth) if it exceeds 50 square feet. Typical glyphs shock for 2 points of electrical damage per level of the spell caster, explode for a like amount of fire damage, paralyze, blind, or even drain a life energy level (if the cleric is of high enough level to cast this glyph).

Locate Object (Divination) Reversible

Level: 3
 Range: *6" + 1"/level*
 Duration: *1 round/level*
 Area of Effect: *Special*

Components: *V, S, M*
 Casting Time: *1 turn*
 Saving Throw: *None*

Explanation/Description: This spell aids in location of a known or familiar object. The cleric casts the spell, slowly turns, and knows when he or she is facing in the direction of the object to be located, provided the object is within range, i.e. 7" for 1st level clerics, 8" for 2nd, 9" for 3rd, etc. The casting requires the use of a piece of lodestone. The spell will locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. By reversal (*obscure object*), the cleric is able to hide an object from location by spell, crystal ball, or similar means. Neither application of the spell will affect a living creature.



CLERIC SPELLS, 3RD LEVEL

Magical Vestment (Conjuration/Alteration)

Level: 3
Range: *Touch*
Duration: 6 rounds/level
Area of Effect: *The cleric*
Components: V, S, M
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: This spell enchants the caster's vestment, providing protection equivalent to armor. It will only function while the cleric is on ground *consecrated* to his or her deity (cf. 1st-level *cere-mony* spell). If any armor or protective device is worn during the spell duration, the vestment protects as if normal chain mail armor. If no other protection is worn, the vestment also gains a +1 enchantment for each four levels of the cleric, to a maximum effect of *chain mail* +4 (base AC 1). The magic lasts for 6 rounds per level of the caster, or until the caster loses consciousness or leaves the *consecrated* area. The material components are the vestment to be enchanted and the cleric's holy/unholy symbol.

Meld Into Stone (Alteration)

Level: 3
Range: *Touch*
Duration: 8 rounds + 1-8
Area of Effect: *Special*
Components: V, S, M
Casting Time: 7 segments
Saving Throw: *None*

Explanation/Description: The magic of this spell, when properly cast, allows the cleric to meld his or her body and possessions worn or carried into a large stone. To effect the spell, the cleric stands next to the stone to be melded into (which must be large enough to accommodate the cleric's body in all three dimensions) while holding a small sample of the same type of stone. When casting is complete, the cleric and up to 100 pounds of his or her non-living gear blend into the stone. Magical artifacts and relics are not affected by the spell. If the dimensions of the stone are not sufficient, or if the cleric is wearing and carrying more than 100 pounds of gear, the spell will fail and be wasted. The magic lasts for 9-16 (1d8 + 8) rounds, the variable part of the duration rolled secretly by the DM. At any time before the duration expires, the cleric can step out of the stone along the same surface that he or she used to enter it (i.e., the spell does not allow movement through the stone such as would a *passwall* or *phase door* spell). If the duration runs out before the cleric exits the stone, then he or she will be expelled from the stone and take 4-32 (4d8) points of damage — and each piece of gear affected must save versus petrification or turn to stone. While in the stone, the cleric is aware of the passage of time; however, he or she cannot see or hear anything that may be going on around the stone. The following spells will harm the cleric if cast upon the stone that he or she is occupying: *Stone to flesh* will expel the cleric and inflict 4-32 points of damage, but items carried need not save. *Stone shape* will cause 4-16 (4d4) points of damage, but will not expel the cleric. *Transmute rock to mud* expels the cleric and will slay the victim instantly unless he or she makes a successful saving throw versus spell.

Negative Plane Protection (Abjuration)

Level: 3
Range: *Touch*
Duration: 1 turn/level
Area of Effect: *One Prime Material Plane creature*
Components: V, S, M
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: This spell enables the caster or any other eligible creature touched to be partially protected from an undead monster that has an existence on the Negative Material Plane (such as a shadow, wight, wraith, spectre, or vampire). The dwomer of the spell opens a channel to the Positive Material Plane, the energy from which helps to offset the effect of the undead creature's attack. The recipient is allowed a saving throw versus death magic if he or she is touched (attacked) by an undead creature. Success indicates that the recipient takes normal hit-point damage from the attack, but does not suffer the drain of experience that would otherwise take place. In addition, the undead creature takes 2-12 (2d6) hit points of damage from the Positive Plane energy. The magic is only proof against one such

attack, and dissipates after that attack whether or not the saving throw is successful. If the saving throw versus death magic is failed, the recipient of the spell takes double the usual physical damage in addition to the loss of experience that normally occurs. The spell will also protect the recipient from the effect of a magic-user's *energy drain* spell, but in such a case the magic-user is not affected. The contact between the Positive and Negative Planes that this spell brings about will cause a bright flash of light and a sound like that of a thunderclap, but these phenomena do not cause damage in any event. The protection will last for 1 turn per level of the cleric casting the spell, or until the recipient is successfully attacked by an undead monster. This spell cannot be cast on the Negative Material Plane.

Prayer (Conjuration/Summoning)

Level: 3
Range: 0
Duration: 1 round/level
Area of Effect: 6" radius
Components: V, S, M
Casting Time: 6 segments
Saving Throw: *None*

Explanation/Description: This spell exactly duplicates the effects of a *chant* with regard to bonuses of +1 for friendly attacks and saving throws and -1 on like enemy dice. However, once the *prayer* is uttered, the cleric can do other things, unlike a *chant* which he or she must continue to make the spell effective. The cleric needs a silver holy symbol, prayer beads, or a similar device as the material component of this spell.

Remove Curse (Abjuration) Reversible

Level: 3
Range: *Touch*
Duration: *Permanent*
Area of Effect: *Special*
Components: V, S
Casting Time: 6 segments
Saving Throw: *Special*

Explanation/Description: Upon casting this spell, the cleric is usually able to remove a curse — whether it be on an object, a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell will not affect a cursed shield, weapon or suit of armor, for example, although the spell will typically enable the person afflicted with any such cursed item to be rid of it. The reverse of the spell is not permanent; the *bestow curse* lasts for 1 turn for every level of experience of the cleric using the spell. It will lower one ability of the victim to 3 (your DM will determine which by random selection) 50% of the time; reduce the victim's "to hit" and saving throw probabilities by -4 25% of the time; or make the victim 50% likely per turn to drop whatever he, she, or it is holding (or simply do nothing in the case of creatures not using tools) 25% of the time. It is possible for a cleric to devise his or her own curse, and it should be similar in power to those shown. Consult your referee. The target of a *bestow curse* spell must be touched. If the victim is touched, a saving throw is still applicable; and if it is successful, the effect is negated.

Remove Paralysis (Abjuration) Reversible

Level: 3
Range: 1"/level
Duration: *Permanent*
Area of Effect: 1-4 creatures in a 2" x 2" area
Components: V, S
Casting Time: 6 segments
Saving Throw: *None*

Explanation/Description: By the use of this spell, the cleric can free the subject creature(s) from the effects of paralysis or similar forces (such as a *hold* spell). By casting this spell and then pointing his or her finger in the proper direction, the cleric can *remove paralysis* from as many as 4 creatures that are within range and within the area of effect. There must be no physical or magical barrier between the caster and the creature(s) to be affected, or else the spell will fail and be wasted. Each target of the spell obtains a new saving throw versus paralysis, at a +3 bonus if only one creature is involved, +2 if two creatures are to be affected, and +1 if three or four creatures are the target.

The reverse of the spell, *cause paralysis*, can affect only one target, which must be touched by the cleric (successful roll "to hit") using his or her holy/unholy symbol. If the victim fails a saving throw versus spell, paralysis will set in for a duration of 1-6 rounds plus 1 round per level of the caster. Clerics of good alignment should be very discerning in their use of *cause paralysis*, and this spell might actually be prohibited to clerics belonging to certain good-aligned orders.

Speak With The Dead (Necromantic)

Level: 3
 Range: 1
 Duration: *Special*
 Area of Effect: *One creature*

Components: V, S, M
 Casting Time: *1 turn*
 Saving Throw: *None*

Explanation/Description: Upon casting a *speak with the dead* spell, the cleric is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. Of course, the cleric must be able to converse in the language which the dead creature once used. The length of time the creature has been dead is a factor, since only higher level clerics can converse with the long-dead. Likewise, the number of questions which can be answered and the length of time in which the questions can be asked are dependent upon the level of experience of the cleric. The cleric needs a holy symbol and burning incense in order to cast this spell upon the body, remains, or portion thereof.

Level of Experience	Maximum Length of Time Dead	Time Questioned	Number of Questions
up to 7th	1 week	1 round	2
7th — 8th	1 month	3 rounds	3
9th — 12th	1 year	1 turn	4
13th — 15th	10 years	2 turns	5
16th — 20th	100 years	3 turns	6
21st and up	1,000 years	6 turns	7

Water Walk (Alteration)

Level: 3
 Range: *Touch*
 Duration: *1 turn + 1/level*
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: *7 segments*
 Saving Throw: *None*

Explanation/Description: By means of this spell, the caster is able to empower himself or herself or another creature of man-size and comparable mass to tread upon water as if it were firm, grassy ground (cf. *ring of water walking*). For every level of the caster above the minimum required to create the dweomer (5th level), he or she can affect an additional man-sized creature. This growing power enables multiple individuals, or one or more of greater size and mass, to be affected by the *water walk* spell. For instance, an 11th-level caster could additionally affect a horse, so that he or she could move atop the waves while mounted. (Consider a horse to be equivalent to 6 humans for purposes of this spell.) The material components for this spell are a piece of cork and the cleric's holy/unholy symbol.

Fourth Level Spells:**Abjure (Abjuration) Reversible (Conjuration/Summoning)**

Level: 4
 Range: *1"*
 Duration: *Permanent*
 Area of Effect: *One creature*

Components: V, S, M
 Casting Time: *1 round*
 Saving Throw: *Neg. (see below)*

Explanation/Description: When a cleric employs a spell of this sort, he or she is attempting to return a creature from another plane of existence to its own plane. The exact name of the type of creature to be affected by the *abjure* spell must be known. If the creature also has a specific (proper) name, then that too must be known and used. The naming cleric then compares his or her level against the level or hit dice of the creature under *abjuration*, in the same way that the success of a *dispel magic* spell is determined (base 50% chance of success, plus or minus the level/HD difference between the caster and the creature to be affected). The percent chance for success is then compared to a percentile dice roll. If the roll is equal to or less than the chance to *abjure*, the creature is instantly sent back to its own plane. In all other cases the spell fails. (The creature might not wish to remain on the caster's plane, and in such a case it could be appreciative of the cleric's attempt to return it to its home.)

The material components for an *abjure* spell are a holy/unholy symbol, holy or unholy water, and often some material inimical to the creature. In reversed form, the material components are the same except for the last, which must be something that the *implored* creature craves or respects.

Cloak of Fear (Illusion/Phantasm) Reversible

Level: 4
 Range: *0*
 Duration: *1 turn/level*
 Area of Effect: *The cleric*

Components: V, S, M
 Casting Time: *6 segments*
 Saving Throw: *Neg.*

Explanation/Description: The casting of this spell empowers the cleric to radiate a personal aura of *fear* out to a 3' radius. Any character or creature that intrudes upon this aura must save versus spell or run away in fear for 6 rounds (cf. 3rd-level magic-user spell *fear*). The spell will only remain in effect until one creature fails to save, whereupon the dweomer of the spell is dissipated. The spell has no effect upon creatures that themselves radiate *fear*, or upon undead creatures of any sort, and it is not dissipated upon contact by such creatures. It likewise remains in effect if an intruder makes a successful saving throw, but will expire after a duration of 1 turn per level of the cleric if not brought down earlier. Note that members of the cleric's party are not immune to the effects of the spell. The cleric may cancel the aura at any time before the duration ends if desired.

The reverse of the spell, *cloak of bravery*, can be cast upon the cleric or upon another creature which is a willing recipient. A character or creature protected by a *cloak of bravery* gains a +3 bonus to the saving throw against any form of magical *fear* encountered. The magic of the *cloak of bravery* works only once and only upon a single figure, and is dispelled whether or not the recipient succeeds on his or her saving throw. The magic does not negate or otherwise affect the innate ability of a creature (such as a devil) to radiate *fear*, so that the creature can still affect others in the vicinity.

The material components for a *cloak of fear* are a miniature quiver and a chicken feather; for a *cloak of bravery*, the necessary items are a drop of alcohol and the brain of a newt.

Cure Serious Wounds (Necromantic) Reversible

Level: 4
 Range: *Touch*
 Duration: *Permanent*
 Area of Effect: *Creature touched*

Components: V, S
 Casting Time: *7 segments*
 Saving Throw: *None*

Explanation/Description: This spell is a more potent version of the *cure light wounds* spell (q.v.). Upon laying his or her hand upon a creature, the cleric causes from 3 to 17 (2d8+1) hit points of wound or other injury damage to the creature's body to be healed. This healing will affect only those creatures listed in the *cure light wounds* spell explanation. Cause *serious wounds*, the reverse of the spell, operates similarly to the *cause light wounds* spell, the victim having to be touched first, and if the touch is successful, it will inflict 3 to 17 hit points.

Detect Lie (Divination) Reversible

Level: 4
 Range: *3"*
 Duration: *1 round/level*
 Area of Effect: *One person*

Components: V, S, M
 Casting Time: *7 segments*
 Saving Throw: *None*

Explanation/Description: When the cleric employs this spell, the recipient is immediately able to determine if truth is being spoken. The spell lasts one round for each level of experience of the cleric casting the *detect lie*. Gold dust is necessary for this spell. Its reverse, *undetected lie*, makes bald-face untruths seem reasonable, or simply counters the *detect lie* spell powers. The reverse spell requires brass dust as its material component.

CLERIC SPELLS, 4TH LEVEL

Divination (Divination)

Level: 4
Range: 0
Duration: *Special*
Area of Effect: *Special*

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: Similar to an *augury* spell, a *divination* spell is used to determine information regarding an area. The area can be a small woods, large building, or section of a dungeon level. In any case, its location must be known. The spell gives information regarding the relative strength of creatures in the area; whether a rich, moderate or poor treasure is there; and the relative chances for incurring the wrath of evil or good supernatural, super powerful beings if the area is invaded and attacked. The base chance for correct *divination* is 60%, plus 1% for each level of experience of the cleric casting the spell, i.e. 65% at 5th level, 66% at 6th, etc. The Dungeon Master will make adjustments to this base chance considering the facts regarding actual area being divined. If the result is not correct, inaccurate information will be obtained. The material components of the *divination* are a sacrificial creature, incense, and the holy symbol of the cleric. If an unusually potent *divination* is attempted, sacrifice of particularly valuable gems or jewelry and/or magic items may be required.

Exorcise (Abjuration)

Level: 4
Range: 1
Duration: *Permanent*
Area of Effect: *One creature or object*

Components: V, S, M
Casting Time: 1-100+ turns
Saving Throw: None

Explanation/Description: The spell of *exorcism* will negate possession of a creature or an object by any outside or supernatural force. This includes control of a creature by some force in an object, possession by *magic jar* (q.v.) spell, demonic possession, curse, and even charm, for the *exorcise* spell is similar to a *dispel magic* spell. Furthermore, it will affect a magical item if such is the object of the *exorcism*. Thus a soul object of any sort which comes under successful *exorcism* will make the life force of the creature concerned wholly inhabit its nearest material body, wholly and completely. (Cf. **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL, Demon.**) The *exorcise* spell, once begun, cannot be interrupted, or else it is spoiled and useless. The base chance for success is a random 1% to 100%. Each turn of *exorcism* the dice are rolled, and if the base chance number, or less, is rolled, the spell is successful. Base chance of success is modified by -1% for each level of difference between the cleric's level of experience and the level of the possessor or possessing magic, where the smaller number is the cleric's level. In the obverse, a +1% cumulative is added. The referee can determine base chance according to the existing circumstances if he or she so desires. Material components for this spell are the holy object of the cleric and holy water (or unholy, in the case of evil clerics, with respect to object and water). A religious artifact or relic can increase the chance of success by from 1% to 50%, according to the power of the artifact or relic.

Giant Insect (Alteration) Reversible

Level: 4
Range: 2"
Duration: 2 rounds/level
Area of Effect: *One or more insects*

Components: V, S, M
Casting Time: *Special*
Saving Throw: None

Explanation/Description: By means of this spell, the cleric can turn one or more normal-sized insects into larger forms which resemble the "giant" forms of such creatures as described in the *Monster Manual* books or the *FIEND FOLIO®* Tome. The number of insects that can be affected is dependent upon the cleric's level: one at 7th-9th level, two at 10th or 11th level, three at 12th or 13th level, and four at 14th or higher level. The total hit dice of all *giant insects* created is 3 HD at 7th-9th level, 4 HD at 10th or 11th, 5 HD at 12th or 13th, and 6 HD at 14th or higher level. The magic only works upon one type of insect at one time; i.e., a cleric cannot use the same casting of the spell to affect both an ant and a fly. The casting time for a *giant insect* spell is one round per hit die of the resulting giant creature(s); if the casting is interrupted for any reason, the subject insect(s) will die and the spell will be ruined. A monster created by this spell will have as many attacks per round as its namesake, but will not do full damage unless the created form has as many hit dice as the usual giant version of the same insect. Although it may have more hit dice than a standard giant form, the created insect can never exceed the damage figures given in the books. *Example:* A cleric of 14th level can use the *giant insect* spell to enlarge a normal wasp to one having 6 HD (instead of the usual 4 HD for a giant wasp; see *Monster Manual*), but the creature would still do damage of 2-8/1-4. Conversely, a 7th-level cleric can use this spell to create a giant wasp of 3 HD, and such a creature would have reduced damage figures of 2-6/1-3 — three-fourths of the damage potential of a "real" giant wasp, since it only has three-fourths of the usual number of hit dice for such a creature.

The spell will only work on actual insects. Arachnids, crustaceans, and other types of small creatures are not affected. The *giant insects* created will not have any special attacks or defenses possessed by the standard giant forms; however, armor class, movement rate, and other physical characteristics are as described in the creature's book listing. Any *giant insects* created by this spell will not attempt to harm the cleric, but the cleric's control of such creatures is limited. He or she could give them simple commands such as "attack," "defend," "guard," and so forth, but could not instruct them to attack a certain creature or guard against a particular occurrence. Unless commanded to do otherwise, the *giant insects* will attempt to attack whomever or whatever is near them.

The reverse of the spell, *shrink insect*, will reduce the size of standard giant insects as well as those created by the unreversed form of the spell. The shrinking will be at a rate of 1 HD for every 4 levels of the casting cleric, with a maximum of 6 HD of reduction (to a minimum of 1/4 HD, or 1 hp). Special attacks possessed by a standard giant insect will be retained, but at a weaker level which allows a bonus to the saving throw versus the attack. For instance, a 9th-level cleric could cast *shrink insect* upon a standard giant wasp to reduce it from 4 HD to 1 HD. The resulting insect would still be able to use its poison sting, but the saving throw against such an attack would be at a +3 bonus (or perhaps higher), and the hit-point damage from its normal attacks would be reduced to 1-2 for a bite and 1 point for a sting — one-fourth of the usual amounts, since the creature is only one-fourth of its original size. The material component for either version of the spell is the cleric's holy/unholy symbol.

Imbue With Spell Ability (Enchantment-Alteration)

Level: 4 Components: V, S, M
 Range: Touch Casting Time: 1 turn
 Duration: Special Saving Throw: None
 Area of Effect: One individual

Explanation/Description: By the use of this spell, the cleric can bestow the ability to cast a particular spell upon a character normally unable to cast spells. The magic is only effective on thieves, fighters, cavaliers, assassins, monks, rangers (of under 8th level), and paladins (of under 9th level) — it will not work on a member of any other character class or sub-class, nor will it function upon a monster or any individual with less than one full hit die. The spell or spells to be *imbued* in the subject must be ones that the cleric presently carries (i.e., has prayed for), and they can only be spells of an informational or defensive nature, or a *cure light wounds* spell. An attempt to transfer any other sort of spell will cause the magic to fail, and then no spells will be *imbued* in the recipient even if other allowable spells were also chosen. As many as three separate spells can be *imbued*, including one 2nd-level spell and one or two 1st-level spells. In order to receive any spell, the subject character must have a wisdom score of 9 or higher. A single 1st-level spell can be *imbued* in any eligible recipient, but the recipient must be at least 3rd level to receive two 1st-level spells, and must be at least 5th level to receive a 2nd-level spell. If a transferred spell's characteristics (range, duration, area of effect, etc.) are variable according to the level of the caster, then the recipient will cast them at his or her own level. All other spell details (e.g., casting time, components, etc.) apply normally.

When a cleric casts *imbue with spell ability* upon another character, the cleric loses that particular spell from his or her repertoire and cannot memorize more spells until the recipient uses all of the spells that were transferred. The material components for this spell are the cleric's holy/unholy symbol, plus some minor item "borrowed" from the intended recipient which is symbolic of his or her profession (a lockpick for a thief, a dagger for an assassin, etc.). The "borrowed" item is consumed in the casting of the spell.

Lower Water (Alteration) Reversible

Level: 4 Components: V, S, M
 Range: 12'' Casting Time: 1 turn
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: 1'' X 1'' square/level area

Explanation/Description: The cleric casting a *lower water* spell causes water or similar fluid in the area of effect to sink away. Lowering is 5% of original effect for every level of experience of the cleric, i.e. 40% at 8th level, 45% at 9th, 50% at 10th, etc. The effect of the spell lasts for 1 turn for each level of experience of the cleric casting it. Likewise, the area of effect increases by level of experience, an 8th level cleric affecting an area of 8'' X 8'', a 9th level an area of 9'' X 9'', and so forth. Material components of this spell are the cleric's religious symbol and a pinch of dust. The reverse of the spell causes the water or similar fluid to return to its normal highest level, plus one foot for every level of experience of the cleric casting it.

Neutralize Poison (Alteration) Reversible

Level: 4 Components: V, S
 Range: Touch Casting Time: 7 segments
 Duration: Permanent Saving Throw: None
 Area of Effect: Creature touched or 1 cubic foot of substance/2 levels

Explanation/Description: By means of a *neutralize poison* spell, the cleric detoxifies any sort of venom in the creature or substance touched. Note that an opponent, such as a poisonous reptile or snake (or even an envenomed weapon of an opponent) unwilling to be so touched requires the cleric to score a hit in melee combat. Effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch, i.e. creatures (or objects) which generate new poison will not be permanently detoxified. The reversed spell, *poison*, likewise requires an attack (a "to hit" touch which succeeds), and the victim is allowed a saving throw versus poison. If the latter is unsuccessful, the victim is killed by the poison.

Protection From Evil, 10' Radius (Abjuration) Reversible

Level: 4 Components: V, S, M
 Range: Touch Casting Time: 7 segments
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: 20' diameter sphere

Explanation/Description: The globe of protection of this spell is identical in all respects to a *protection from evil* (q.v.) spell, except that it encompasses a much larger area and the duration of the *protection from evil, 10' radius* spell is greater. To complete this spell, the cleric must trace a circle 20' in diameter using holy water or blood, incense or smouldering dung as according to the *protection from evil* spell.

Speak With Plants (Alteration)

Level: 4 Components: V, S, M
 Range: 0 Casting Time: 1 turn
 Duration: 1 round/level Saving Throw: None
 Area of Effect: 6'' diameter circle

Explanation/Description: When cast, a *speak with plants* spell enables the cleric to converse, in very rudimentary terms, with all sorts of living vegetables. Thus, the cleric can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and similar things. The spell does not enable the cleric to animate non-ambulatory vegetation. The power of the spell lasts for 1 melee round for each level of experience of the cleric who cast it. All vegetation within the area of effect are under command of the spell. The material components for this spell are a drop of water, a pinch of dung, and a flame.

Spell Immunity (Abjuration)

Level: 4 Components: V, S, M
 Range: Touch Casting Time: 1 round
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: One individual

Explanation/Description: By means of this spell, the cleric or any creature touched is made immune to the effects of a specified spell of 4th level or lower that the cleric has directly experienced. For instance, if the cleric has been hit by a *fireball* spell at some time, then this spell can be used to protect someone from the effect of a *fireball*. This spell cannot affect an intended recipient who is already magically protected by a spell or other temporary effect. The magic of this spell will only protect against actual cast spells, not against effects of magic items or a creature's innate spell-like abilities, but immunity lasts for the full duration of the spell. Only one *spell immunity* can be in effect upon a single creature at one time; any applications subsequent to the first have no effect until the first duration ends. The *spell immunity* does not extend to items carried by the recipient, which must still make saving throws (if applicable) to avoid damage. Only a particular spell can be protected against, not a certain class of spells or a group of spells which are similar in effect; thus, someone given immunity from *lightning bolt* spells would still be vulnerable to a *shocking grasp*. The material component for *spell immunity* is the same (if any) as for the spell to be protected against.

Spike Growth (Alteration/Enchantment)

Level: 4 Components: V, S, M
 Range: 6'' Casting Time: 7 segments
 Duration: 1-6 turns + 1/level Saving Throw: None
 Area of Effect: 10' square per level of caster

Explanation/Description: Wherever any sort of plant growth of moderate size or density is found, this spell is of service. It enables the caster to cause ground-covering vegetation and/or roots and rootlets to become very hard and sharply pointed. In effect the ground cover, while appearing to be unchanged, acts as if the area were strewn with caltrops. In areas of bare ground or earthen pits, roots and rootlets will act in the same way. Without the use of a spell such as *true seeing*, similar magical aids, or some other special means of detection (such as *detect traps*), an area affected by *spike growth* is absolutely undetectable as such until a victim enters the area and takes damage.

CLERIC SPELLS, 4TH LEVEL

Even then, the creature will not be able to determine the extent of the perilous area unless some means of magical detection is used. For each 1" of movement through the area, a victim will incur 2 "attacks" from the *spike growth*. Hit probability is as if the caster of the spell were making an attack, and any successful hit causes 1-4 points of damage. Spells which control or harm vegetation, or a *dispel magic* spell, will negate the area of the *dweomer*. The components for this spell are the cleric's holy symbol plus either seven sharp thorns or seven small twigs, each sharpened to a point.

Sticks To Snakes (Alteration) Reversible

Level: 4	Components: V,S,M
Range: 3"	Casting Time: 7 segments
Duration: 2 rounds/level	Saving Throw: None
Area of Effect: 1 cubic "	

Explanation/Description: By means of this spell the cleric is able to change 1 stick to a snake for each level of experience he or she has attained, i.e. a 9th level cleric can change 9 sticks into 9 snakes. These snakes will attack as commanded by the cleric. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Note that magical items such as staves and spears which are enchanted are not affected by the spell. Only sticks within the area of effect will be changed. The probability of a snake thus changed being venomous is 5% per level of experience of the spell caster, so that there is a 55% probability of any given snake created by the spell being poisonous when sticks are turned to snakes by an 11th level cleric, 60% at 12th level, etc. The effect lasts for 2 melee rounds for each level of experience of the spell caster. The material components of the spell are a small piece of bark and several snake scales. The reverse changes *snakes to sticks* for the duration appropriate, or it negates the *sticks to snakes* spell according to the level of the cleric countering the spell, i.e. a 10th level cleric casting the reverse spell can turn only 10 snakes back to sticks.

Tongues (Alteration) Reversible

Level: 4	Components: V, S
Range: 0	Casting Time: 7 segments
Duration: 1 turn	Saving Throw: None
Area of Effect: 6" diameter circle	

Explanation/Description: This spell enables the cleric to speak the language of any creature inside the spell area, whether it is a racial tongue or an alignment language. The reverse of the spell cancels the effect of the *tongues* spell or confuses verbal communication of any sort within the area of effect.

Fifth Level Spells:

Air Walk (Alteration)

Level: 5	Components: V, S, M
Range: Touch	Casting Time: 1 segment
Duration: 6 turns + 1/level	Saving Throw: None
Area of Effect: One creature	

Explanation/Description: This spell enables the cleric to tread upon air just as if it were solid ground. Moving upward is similar to walking up a hill, and the more steep the ascent, the slower the rate of movement: Ascending at a 45° angle is done at one-half normal movement, a 60° angle reduces movement to one-fourth of normal, and traveling straight upward can be done at one-eighth the normal rate. Similarly, rapid descent is possible, almost as if the cleric were running downhill; invert the above proportions, so that traveling straight downward can be done at eight times the normal movement rate (or, of course, at any slower rate the traveller desires). An *air walking* creature is always in control of his or her movement rate; someone traveling straight down at a rapid rate can "stop on a copper piece" to avoid crashing into the ground or some other solid object. Someone attempting to *air walk* while a *gust of wind* spell is in effect in the same area will move at one-half the usual rate if going into the *gust*, or twice the usual rate if traveling in the same direction. The spell can be placed upon any creature touched, up to and including one of giant size. For example, the caster could place the spell upon a trained horse and ride it through the air. Of course, an animal not accustomed to such movement would panic, so the steed would certainly need careful and lengthy training. The material components for the spell are the cleric's holy/unholy symbol and a bit of thistledown.

Animate Dead Monsters (Necromantic)

Level: 5	Components: V, S, M
Range: 1"	Casting Time: 7 segments
Duration: Permanent	Saving Throw: None
Area of Effect: Special	

Explanation/Description: This spell enables the caster to animate 1 humanoid or semi-humanoid skeleton or corpse for every 2 levels of experience which he or she has attained. The *dweomer* animates the remains and empowers the caster to give commands. Direct commands or instructions of up to about 12 words in length will be obeyed by the skeletons or zombies animated (cf. *animate dead* spell). Monster types which can be animated by this spell include but are not limited to: apes (carnivorous and giant), bugbears, ettins, giants (all varieties), ogres, and trolls (all varieties). In general, the remains must be of bipedal monsters of more than 3 hit dice and with endoskeletons similar to those of humans, except in size (which must be greater than 7' height). Corpses animated by this spell are treated either as monster zombies (see *Monster Manual II*), or else as normal (living) creatures of the same form if that creature type normally has less than 6 hit dice. Skeletons animated by this spell are treated as monsters of half the hit dice (rounded up) of the normal sort. Animated monsters of either type receive their normal physical attacks, but have no special attacks or defenses other than those typically possessed by monster zombies or skeletons. The material components for the spell are the cleric's holy/unholy symbol and a small specimen of the type of creature which is to be animated.

Atonement (Abjuration)

Level: 5	Components: V, S, M
Range: Touch	Casting Time: 1 turn
Duration: Permanent	Saving Throw: None
Area of Effect: One person	

Explanation/Description: This spell is used by the cleric to remove the onus of unwilling or unknown deeds from the person who is the subject of the *atonement*. The spell will remove the effects of magical alignment change as well. The person for whom *atonement* is being made must be either truly repentant or not in command of his or her own will so as to be able to be repentant. Your referee will judge this spell in this regard, noting any past instances of its use upon the person. Deliberate misdeeds and acts of knowing and willful nature cannot be atoned for with this spell. The material components of this spell are the cleric's religious symbol, prayer beads or wheel or book, and burning incense.

Commune (Divination)

Level: 5
Range: 0
Duration: *Special*
Area of Effect: *Special*

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: By use of a *commune* spell the cleric is able to contact his or her divinity — or agents thereof — and request information in the form of questions which can be answered by a simple “yes” or “no”. The cleric is allowed one such question for every level of experience he or she has attained. The answers given will be correct. It is probable that the referee will limit the use of *commune* spells to one per adventure, one per week, or even one per month, for the “gods” dislike frequent interruptions. The material components necessary to a *commune* spell are the cleric’s religious symbol, holy/unholy water, and incense.

Cure Critical Wounds (Necromantic) Reversible

Level: 5
Range: *Touch*
Duration: *Permanent*
Area of Effect: *Creature touched*

Components: V, S
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: The *cure critical wounds* spell is a very potent version of the *cure light wounds* spell (q.v.). The cleric lays his or her hand upon a creature and heals from 6 to 27 (3d 8+3) hit points of damage from wounds or other damage. The spell does not affect creatures excluded in the *cure light wounds* spell explanation. Its reverse, *cause critical wounds*, operates in the same fashion as other *cause wounds* spells, requiring a successful touch to inflict the 6-27 hit points of damage. Caused wounds heal as do wounds of other sorts.

Dispel Evil (Abjuration) Reversible

Level: 5
Range: *Touch*
Duration: 1 round/level
Area of Effect: *Creature touched*

Component: V, S, M
Casting Time: 8 segments
Saving Throw: Neg.

Explanation/Description: The cleric using this spell causes summoned creatures of evil nature, or monsters enchanted and caused to perform evil deeds, to return to their own plane or place. Examples of such creatures are: aerial servants, demons, devils, djinn, efreet, elementals, and invisible stalkers. Note that this spell lasts for 1 melee round for each level of experience of the caster, and while the spell is in effect all creatures which could be affected by it attack at a -7 penalty on their “to hit” dice when engaging the spell caster. The reverse of the spell, *dispel good*, functions against summoned or enchanted creatures of good alignment or sent to aid the cause of good. The material components for this spell are the cleric’s religious object and holy/unholy water.

Flame Strike (Evocation)

Level: 5
Range: 6’’
Duration: 1 segment
Area of Effect: 1’’ diameter by 3’’ high column

Components: V, S, M
Casting Time: 8 segments
Saving Throw: ½

Explanation/Description: When the cleric calls down a *flame strike* spell, a column of fire roars downward in the exact location called for by the caster. If any creature is within the area of effect of a *flame strike*, it must make a saving throw. Failure to make the save means the creature has sustained 6-48 (6d8) hit points of damage; otherwise, 3-24 (3d8) hit points of damage are taken. The material component of this spell is a pinch of sulphur.

Golem (Enchantment/Charm)

Level: 5
Range: 1’’
Duration: *Special*
Area of Effect: *Special*

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: In order for this spell to operate, the cleric must first construct the form of the golem to be made. The cleric must do this personally and then place a *prayer* spell upon the construction. All golems must be man-shaped and approximately man-sized,

although they can be as small as 3’ or as large as 7’ tall. The sort of golem that can be created depends on the material used and the level of the cleric:

At 9th or higher level, the cleric can create a *straw golem*. Construction time is 1 hour, duration thereafter is 1 hour per level. The golem has AC 10, MV 12’’, HD 2 + 4, hp 20, #AT 2, D 1-2/1-2, SD immune to piercing weapons, half damage from blunt weapons. Carrying capacity is 30 pounds. The golem is highly susceptible to flame (taking double normal damage).

At 11th or higher level, the cleric can create a *rope golem*. Construction time is 3 hours, duration thereafter is 3 hours per level. The golem has AC 8, MV 9’’, HD 3 + 6, hp 30, #AT 1, D 1-6 plus strangulation (6 points per round after scoring a hit until destroyed or caused to release its grip), SD immune to blunt weapons, half damage from piercing weapons. Carrying capacity is 40 pounds.

At 13th or higher level, the cleric can create a *leather golem*. Construction time is 9 hours, duration thereafter is 6 hours per level. The golem has AC 6, MV 6’’, HD 4 + 8, hp 40, #AT 2, D 1-6/1-6, SD + 1 or better magic weapon to hit, half damage from blunt weapons. Carrying capacity is 50 pounds.

At 15th or higher level, the cleric can create a *wood golem*. Construction time is 27 hours, duration thereafter is 12 hours per level. The golem has AC 4, MV 3’’, HD 5 + 10, hp 50, #AT 1, D 3-12, SD + 1 or better magic weapon to hit, immune to blunt and piercing weapons. Carrying capacity is 60 pounds.

These creations are collectively known as *lesser golems* to distinguish them from the golems described in the Monster Manual. Similar to their namesakes, these golems have no minds, so spells such as *charm*, *fear*, *hold*, *sleep*, and the like have no effect on them. The dweomer of the lesser golem enables it to save as if it were a cleric of the same experience level as the one who created it. These golems cannot speak, but they can comprehend and carry out simple instructions involving no more than a dozen words.

Insect Plague (Conjuration/Summoning)

Level: 5
Range: 36’’
Duration: 1 turn/level
Area of Effect: 36’’ diameter, 6’’ high cloud

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When this spell is cast by the cleric, a horde of creeping, hopping, and flying insects swarm in a thick cloud. These insects obscure vision, limiting it to 3’’. Creatures within the *insect plague* sustain 1 hit point of damage for each melee round they remain in it due to the bites and stings of the insects, regardless of armor class. The referee will cause all creatures with fewer than five hit dice to check morale. Creatures with two or fewer hit dice will automatically move at their fastest possible speed in a straight line in a random direction until they are not less than 24’’ distant from the cloud of insects. Creatures with fewer than five hit dice which fail their morale check will behave likewise. Heavy smoke will drive off insects within its bounds. Fire will also drive insects away; a wall of fire in a ring shape will keep the *insect plague* outside its confines, but a fire ball will simply clear insects from its blast area for 1 turn. Lightning and cold/ice act likewise. The plague lasts for 1 turn for each level of experience of the cleric casting the spell, and thereafter the insects disperse. The insects swarm in an area which centers around a summoning point determined by the spell caster, which point can be up to 36’’ distant from the cleric. The *insect plague* does not move thereafter for as long as it lasts. Note that the spell can be countered by casting a *dispel magic* upon the summoning point. A cube of force (a special magic item) would keep insects away from a character seeking the center of the swarm, but invisibility would afford no protection. The material components of this spell are a few grains of sugar, some kernels of grain, and a smear of fat.

Magic Font (Divination)

Level: 5
 Range: *Touch*
 Duration: *Special*
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 5 turns
 Saving Throw: *None*

Explanation/Description: This spell causes a holy/unholy water font to serve as a scrying device. The spell will not function unless the cleric is in good standing with his or her deity. The basin of holy/unholy water becomes similar to a *crystal ball* (see *Dungeon Masters Guide*, Miscellaneous Magic Treasure section, under *crystal ball*). For each vial of capacity of the basin of the font, the cleric may scry for 1 round; thus, the duration of the *magic font* spell is directly related to the size of the holy/unholy water receptacle. For the chances of a character being able to detect scrying, see the *crystal ball* description in the *Dungeon Masters Guide* and the text for the magic-user spell *magic mirror* herein. The material components for this spell, the cleric's holy/unholy symbol and the font and its trappings, are not exhausted by the use of the spell.

Plane Shift (Alteration)

Level: 5
 Range: *Touch*
 Duration: *Permanent*
 Area of Effect: *Creature touched (special)*

Components: V, S, M
 Casting Time: 8 segments
 Saving Throw: *None*

Explanation/Description: When the *plane shift* spell is cast, the cleric moves himself or herself or some other creature to another plane of existence. The recipient of the spell will remain in the new plane until sent forth by some like means. If several persons link hands in a circle, up to seven can be affected by the *plane shift* at the same time. The material component of this spell is a small, forked metal rod — the exact size and metal type dictating to which plane of existence the spell will send the affected creature(s) to. (Your referee will determine specifics regarding how and what planes are reached.) An unwilling victim must be touched in order to be sent thusly; and in addition, the creature also is allowed a saving throw, and if the latter is successful the effect of the spell is negated.

Quest (Enchantment/Charm)

Level: 5
 Range: 6"
 Duration: *Until fulfilled*
 Area of Effect: *One creature*

Components: V, S, M
 Casting Time: 8 segments
 Saving Throw: *Neg.*

Explanation/Description: The *quest* is a spell by means of which the cleric requires the affected creature to perform a service and return to the cleric with proof that the deed was accomplished. The quest can, for example, require the location and return of some important or valuable object, the rescue of a notable person, the release of some creature, the capture of a stronghold, the slaying of a person, the delivery of some item, and so forth. If the quest is not properly followed due to disregard, delay, or perversion, the creature affected by the spell loses 1 from its saving throw dice for each day of such action, and this penalty will not be removed until the quest is properly discharged or the cleric cancels it. (There are certain circumstances which will temporarily suspend a quest, and other which will discharge or cancel it; your *Dungeon Master* will give you appropriate information as the need to know arises.) The material component of this spell is the cleric's religious symbol.

Rainbow (Evocation/Alteration)

Level: 5
 Range: 12"
 Duration: *1 round/level*
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 7 segments
 Saving Throw: *None*

Explanation/Description: In order to effect this spell, the cleric must be in sight of a rainbow of any sort, or have a special component (see below). The *rainbow* spell has four applications, and the cleric is able to decide which one is desired at the time of casting. These applications are:

Bow: The spell creates a shimmering, multi-layered bow of rainbow hues. It is light and easy to pull, so that anyone with a strength of 6 or better can use it. It is magic, each of its missiles being equal to a +3 weapon, and there is no non-proficiency penalty for its use. However, it can only be employed by a member of a character class permitted to use a bow. The bow will fire 7 missiles before disappearing. It fires once or twice per round, according to the user's desire. Each time a missile is fired, one hue leaves the bow, corresponding to the color of arrow that is released. Each color of arrow has the ability to cause double damage to certain creatures, as follows:

Red — fire dwellers/users
 Orange — earth elementals
 Yellow — vegetable targets (including fungus creatures, shambling mounds, treants, etc.)
 Green — aquatic creatures and water elementals
 Blue — aerial creatures, electricity-using creatures, and air elementals
 Indigo — acid-using or poison-using creatures
 Violet — metallic or regenerating creatures

When the bow is drawn, an arrow of the appropriate color magically appears, nocked and ready. If no color is requested, or a color that has already been used is asked for, then the next arrow (in the order of the spectrum) will appear.

Bridge: The caster causes the *rainbow* to form a seven-hued bridge. The bridge is as many feet wide as the cleric has levels of experience, and it can bear as much weight, in hundreds of pounds, as the cleric has levels of experience. It will be at least 20' long and can be as long as 120', according to the desire of the caster. If the bridge's weight limit is exceeded at any time, the bridge will simply disappear into nothingness; otherwise, it will last for the length of the spell duration or until ordered out of existence by the caster.

Elevator: When desired, the caster can cause the *rainbow* to lift his or her person, and all those within a 10' radius, skyward. The effect is to carry the cleric and others, if any, in a path arching upward to as high an altitude as the cleric desires, and then down again if desired. Care must be taken to reach a place of safety before the spell duration expires, or the *rainbow elevator* will disappear, leaving those treading upon it with no means of support. Movement along the *rainbow elevator* is at a rate of 12", and the arc of the rainbow trails out 12" behind those traveling upon it.

Flagon: When used in this form, the *rainbow* swirls and condenses into a seven-colored vessel which contains seven measures of pure water. Each time a measure of the water is poured out, one of the hues of the container mixes with it to produce a magical draught. Any measures of the liquid that remain unused at the expiration of the spell duration will disappear, along with the container itself, whether the contents have been poured from the *flagon* or not. The draughts and their effects are:

Red — *cure light wounds*
 Orange — *resist fire*
 Yellow — *cure blindness*
 Green — *slow poison*
 Blue — *cure disease*
 Indigo — *resist cold*
 Violet — *remove paralysis*

The effects of each draught consumed will be as if the appropriate spell had been cast by a cleric of 12th level, and these effects will persist after the duration of the spell expires.

The components for this spell are the cleric's holy/unholy symbol and a vial of holy/unholy water. If no rainbow is in the vicinity, the cleric can substitute a diamond of not less than 1,000 gp value, specifically prepared by him or her when in sight of a rainbow by the casting of *bless* and *prayer* spells upon the gem. Only the holy symbol remains after the spell is cast.

Raise Dead (Necromantic) Reversible

Level: 5
Range: 3"
Duration: Permanent
Area of Effect: One person

Components: V, S
Casting Time: 1 round
Saving Throw: Special

Explanation/Description: When the cleric casts a *raise dead* spell, he or she can restore life to a dwarf, gnome, half-elf, halfling, or human. The length of time which the person has been dead is of importance, as the cleric can raise dead persons only up to a certain point, the limit being 1 day for each level of experience of the cleric, i.e. a 9th level cleric can raise a person dead for up to 9 days. Note that the body of the person must be whole, or otherwise missing parts will still be missing when the person is brought back to life. Also, the resurrected person must make a special saving throw to survive the ordeal (see **CHARACTER ABILITIES, Constitution**). Furthermore, the raised person is weak and helpless in any event, and he or she will need one full day of rest in bed for each day he or she was dead. The somatic component of the spell is a pointed finger. The reverse of the spell, *slay living*, allows the victim a saving throw, and if it is successful, the victim sustains damage equal only to that caused by a cause serious wounds spell, i.e. 3-17 hit points. An evil cleric can freely use the reverse spell; a good cleric must exercise extreme caution in its employment, being absolutely certain that the victim of the *slay living* spell is evil and that his or her death is a matter of great necessity and for good, otherwise the alignment of the cleric will be sharply changed. Note that newly made *undead*, excluding skeletons, which fall within the days of being dead limit are affected by *raise dead* spells cast upon them. The effect of the spell is to cause them to become resurrected dead, providing the constitution permits survival; otherwise, they are simply dead.

Spike Stones (Alteration/Enchantment)

Level: 5
Range: 3"
Duration: 3-12 turns + 1/level
Area of Effect: 1" square per level, 1 spike per 1' sq.

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: The *spike stones* spell causes rock to shape itself into long, sharp points which tend to blend into the background. It is effective on both natural rock and worked stone. The *spike stones* serve to impede progress through an area or actually inflict damage. If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock. Otherwise, those entering the area of effect of the spell will suffer 1-4 points of damage from each *spike stone* that hits, success of such attacks determined as if the caster of the spell were actually engaging in combat. Those entering the area are subject to attack immediately upon setting foot in the area and upon each step taken therein afterward. The initial step will be sufficient to allow the individual to become aware of some problem only if the initial attack succeeds; otherwise movement will continue and the *spike stones* will remain unnoticed until damage occurs. Charging or running victims will suffer 2 attacks per 1" of movement rate over the area of effect after initial damage is taken before being able to halt. Others will suffer but 1 additional attack-like check. Those falling into pits so affected by *spike stones* will suffer 6 such attack-like checks, each made at +2 probability "to hit" for each 10' of distance fallen, and +2 on damage inflicted per 10' distance fallen, spike damage being in addition to falling damage. The material component of this spell is four tiny stalactites.

True Seeing (Divination) Reversible

Level: 5
Range: Touch
Duration: 1 round/level
Area of Effect: 12" sight range

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: When the cleric employs this spell, all things within the area of the *true seeing* effect appear as they actually are. Secret doors become plain. The exact location of displaced things is obvious. Invisible things and those which are astral or ethereal become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or magicked things are apparent. Even the aura projected by creatures becomes visible, so that the cleric is able to know whether they

are good or evil or between. The spell requires an ointment for the eyes. The ointment is made from very rare mushroom powder, saffron, and fat. The reverse of the spell, *false seeing*, causes the person to see things as they are not, rich being poor, rough smooth, beautiful ugly. The ointment for the reverse spell is concocted of oil, poppy dust, and pink orchid essence. For both spells, the ointment must be aged for 1-6 months.

Sixth Level Spells:**Aerial Servant (Conjuration/Summoning)**

Level: 6
Range: 1"
Duration: 1 day/level
Area of Effect: Special

Components: V, S
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: This spell summons an invisible *aerial servant* (see **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**) to do the bidding of the cleric who conjured it. The creature does not fight, but it obeys the command of the cleric with respect to finding and returning with whatever object or creature that is described to it. Of course, the object or creature must be such as to allow the *aerial servant* to physically bring it to the cleric or his or her assign. The spell caster should keep in mind the consequences of having an *aerial servant* prevented, for any reason, from completion of the assigned duty. The spell lasts for a maximum of 1 day for each level of experience of the cleric who cast it. The *aerial servant* returns to its own plane whenever the spell lapses, its duty is fulfilled, it is dispelled, the cleric releases it, or the cleric is slain. The cleric must have a *protection from evil* spell, or be within a magic circle, thaumaturgic triangle, or pentagram when summoning an *aerial servant* unless the cleric has his or her religious symbol or a religious artifact or relic to use to

control the creature. Otherwise, the creature will slay its summoner and return from whence it came. The *aerial servant* will always attack by complete surprise when sent on a mission, and gain the benefit of 4 free melee rounds unless the creature involved is able to detect invisible objects, in which case a six-sided die is rolled, and 1 = 1 free round, 2 = 2 free rounds, 3 = 3 free rounds, 4 = 4 free rounds, and 5 or 6 = 0 free rounds (the opponent is not surprised at all). Each round the *aerial servant* must dice to score a hit, and when a hit is scored, it means the *aerial servant* has grabbed the item or creature it was sent to take and bring back to the cleric. If a creature is involved, the *aerial servant's* strength is compared to the strength of the creature to be brought. If the creature in question does not have a strength rating, roll the appropriate number of the correct type of hit dice for the *aerial servant* and for the creature it has grabbed. The higher total is the stronger.

Animate Object (Alteration)

Level: 6
Range: 3"
Duration: 1 round/level
Area of Effect: 1 cubic foot/level

Components: V, S
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: This powerful spell enables the cleric casting it to imbue inanimate objects with mobility and a semblance of life. The animated object, or objects, then attack whomever or whatever the cleric first designates. The object can be of any material whatsoever — wood, metal, stone, fabric, leather, ceramic, glass, etc. The speed of movement of the object is dependent upon its means of propulsion and its weight. A large wooden table would be rather heavy, but its legs would give it speed. A rug could only slither along. A jar would roll. Thus a large stone pedestal would rock forward at 1" per round, a stone statue would move at 4" per round, a wooden statue 8" per round, an ivory stool of light weight would move at 12". Slithering movement is about 1" to 2" per round, rolling 3" to 6" per round. The damage caused by the attack of an animated object is dependent upon its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike for 1-2 hit points of damage or possibly obstruct and trip as do light, supple objects. Hard, medium weight objects can crush or strike for 2-8 hit points of damage, those larger and heavier doing 3-12, 4-16, or even 5-20 hit points of damage. The frequency of attack of animated objects is dependent upon their method of locomotion, appendages, and method of attack. This varies from as seldom as once every five melee rounds to as frequently as once per melee round. The armor class of the object animated is basically a function of material and movement ability with regard to hitting. Damage is dependent upon the type of weapon and the object struck. A sharp cutting weapon is effective against fabric, leather, wood and like substances. Heavy smashing and crushing weapons are useful against

CLERIC SPELLS, 6TH LEVEL

wood, stone, and metal objects. Your referee will determine all of these factors, as well as how much damage the animated object can sustain before being destroyed. The cleric can animate 1 cubic foot of material for each level of experience he or she has attained. Thus, a 14th level cleric could animate one or more objects whose solid volume did not exceed 14 cubic feet, i.e. a large statue, two rugs, three chairs, or a dozen average crocks.

Blade Barrier (Evocation)

Level: 6
Range: 3"
Duration: 3 rounds/level
Area of Effect: Special
Components: V, S
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: The cleric employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash in endless movement around an immobile point. Any creature which attempts to pass through the blade barrier suffers 8-64 (8d8) hit points of damage in doing so. The barrier remains for 3 melee rounds for every level of experience of the cleric casting it. The barrier can cover any area from as small as 5' square to as large as 2" square, i.e. 20' X 20' under ground, 60' X 60' outdoors.

Conjure Animals (Conjuration/Summoning)

Level: 6
Range: 3"
Duration: 2 rounds/level
Area of Effect: Special
Components: V, S
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: The *conjure animals* spell enables the cleric to summon a mammal, or several of them, to his locale in order that the creature(s) can attack the cleric's opponents. The conjured animal(s) remain in the cleric's locale for 2 melee rounds for each level of experience of the cleric conjuring it (them), or until slain. The spell caster can, by means of his incantation, call up one or more mammals with hit dice whose total does not exceed his or her level. Thus, a cleric of 12th level could conjure one mammal with 12 hit dice, two with 6 hit dice each, three with 4 hit dice each, 4 with 3 hit dice each, six with 2 hit dice each, or 12 with 1 hit die each. For every +1 (hit point) of a creature's hit dice, count 1/4 of a hit die, i.e. a creature with 4 +3 hit dice equals a 4 3/4 hit dice creature. The creature(s) summoned by the spell will unflinchingly attack the opponent(s) of the cleric by whom the spell was cast.

Find The Path (Divination) Reversible

Level: 6
Range: Touch
Duration: 1 turn/level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 3 rounds
Saving Throw: None

Explanation/Description: By use of this spell, the cleric is enabled to find the shortest, most direct route that he or she is seeking, be it the way to or from or out of a locale. The locale can be outdoors or underground, a trap or even a maze spell. The spell will enable the cleric to select the correct direction which will eventually lead him or her to egress, the exact path to follow (or actions to take), and this knowledge will persist as long as the spell lasts, i.e. 1 turn for each level of experience of the cleric casting *find the path*. The spell frees the cleric, and those with him or her from a maze spell in a single melee round and will continue to do so as long as the spell lasts. The material component of this spell is a set of divination counters of the sort favored by the cleric — bones, ivory counters, sticks, carved runes, or whatever. The reverse, *lose the path*, makes the creature touched totally lost and unable to find its way for the duration of the spell, although it can be led, of course.

Forbiddance (Abjuration)

Level: 6
Range: 3"
Duration: Permanent
Area of Effect: 6 cubic "/level
Components: V, S, M
Casting Time: 6 rounds
Saving Throw: Special

Explanation/Description: This spell can be used only to secure a *consecrated* area (cf. *ceremony* spell). The effect on the enchanted area is based on the ethics (law/chaos) and morals (good/evil) of those trying to enter it, relative to the caster's.

Identical morals and ethics: Cannot enter area unless password is known (no saving throw).

Different ethics: Save versus spell to enter the area; if failed, take 2-12 points of damage.

Different morals: Save versus spell to enter the area; if failed, take 4-24 points of damage.

Once a saving throw is failed, a intruder can never enter the *forbidden* area until the *dweomer* ceases. Effects are cumulative, and multiple required saving throws are certainly possible. The caster is immune to the spell's effect. Intruders who enter by making saving throws will feel uneasy and tense, despite their success. In addition to the cleric's holy/unholy symbol, components include holy/unholy water, silver/dung, and iron/sulfur.

Heal (Necromantic) Reversible

Level: 6
Range: Touch
Duration: Permanent
Area of Effect: Creature touched
Components: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: The very potent *heal* spell enables the cleric to wipe away disease and injury in the creature who receives the benefits of the spell. It will completely cure any and all diseases and/or blindness of the recipient and heal all hit points of damage suffered due to wounds or injury, save 1 to 4 (d4). It dispels a *feeblemind* spell. Naturally, the effects can be negated by later wounds, injuries, and diseases. The reverse, *harm*, infects the victim with a disease and causes loss of all hit points, as damage, save 1 to 4 (d4), if a successful touch is inflicted. For creatures not affected by the *heal* (or *harm*) spell, see *cure light wounds*.

Heroes' Feast (Evocation)

Level: 6
Range: 1"
Duration: 1 hour
Area of Effect: One individual per level of caster
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This special *dweomer* enables the cleric to bring forth a great feast which will serve as many creatures as the cleric has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and healed of 5-8 points of damage after imbibing the nectar-like beverage which is part of the feast. The ambrosia-like food that is consumed is equal to a *bless* spell that lasts for 12 hours. Also, during this period, the persons who consumed the feast are immune to *fear*, *hopelessness*, and *panic*. The feast takes one full hour to consume, and the beneficial effects do not set in until after this hour is over. If the feast is interrupted for any reason, the spell is ruined and all effects of the *dweomer* are negated. The material components of the spell are the cleric's holy/unholy symbol and specially fermented honey taken from the cells of bee larvae destined for royal status.

Part Water (Alteration)

Level: 6
Range: 2"/level
Duration: 1 turn/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: By employing a *part water* spell, the cleric is able to cause water or similar liquid to move apart, thus forming a trough. The depth and length of the trough created by the spell is dependent upon the level of the cleric, and a trough 3' deep by 1' by 2" (20' or 20 yards) is created per level, i.e. at 12th level the cleric would *part water* 36' deep by 12' wide by 24" (240' or 240 yards) long. The trough will remain as long as the spell lasts or until the cleric who cast it opts to end its effects (cf. *dispel magic*). The material component of this spell is the cleric's religious symbol.

Speak With Monsters (Alteration)

Level: 6
Range: 3'' radius
Duration: 1 round/level

Components: V, S
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: When cast, the *Speak With Monsters* spell allows the cleric to converse with any type of creature which has any form of communicative ability. That is, the monster will understand the intent of what is said to it by the cleric. The creature or creatures thus spoken to will be checked by your referee in order to determine reaction. All creatures of the same type as that chosen by the cleric to speak to can likewise understand if they are within range. The spell lasts for 1 melee round per level of experience of the cleric casting it, and during its duration conversation can take place as the monster is able and desires.

Stone Tell (Divination)

Level: 6
Range: Touch
Duration: 1 turn
Area of Effect: One cubic yard of stone

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When the cleric casts a *stone tell* upon an area, the very stones will speak and relate to the caster who or what has touched them as well as telling what is covered, concealed, or simply behind the place they are. The stones will relate complete descriptions as required. The material components for this spell are a drop of mercury and a bit of clay.

Word Of Recall (Alteration)

Level: 6
Range: 0
Duration: Special
Area of Effect: Special

Components: V
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: The *word of recall* spell takes the cleric instantly back to his or her sanctuary when the word is uttered. The sanctuary must be specifically designated in advance by the cleric. It must be a well known place, but it can be any distance from the cleric, above or below ground. Transportation by the *word of recall* spell is infallibly safe. The cleric is able to transport, in addition to himself or herself, 250 gold pieces weight cumulative per level of experience. Thus, a 15th level cleric could transport his or her person and 3,750 (375 pounds) gold pieces weight in addition; this extra matter can be equipment, treasure, or living material such as another person.

Seventh Level Spells:**Astral Spell** (Alteration)

Level: 7
Range: Touch
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: 3 turns
Saving Throw: None

Explanation/Description: By means of the *astral spell* a cleric is able to project his or her astral body into the *Astral Plane*, leaving his or her physical body and material possessions behind on the *Prime Material Plane*, (the plane on which the entire universe and all of its parallels have existence). Only certain magic items which have multi-planed existence can be brought into the *Astral Plane*. As the *Astral Plane* touches upon all of the first levels of the *Outer Planes*, the cleric can travel astrally to any of these *Outer Planes* as he or she wills. The cleric then leaves the *Astral Plane*, forming a body on the plane of existence he or she has chosen to enter. It is also possible to travel astrally anywhere in the *Prime Material Plane* by means of the *astral spell*, but a second body cannot be formed on the *Prime Material Plane*. As a general rule, a person astrally projected can be seen only by creatures on the *Astral Plane*. At all times the astral body is connected to the material by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially, but generally only the psychic wind can normally cause the cord to break. When a second body is formed on a different plane, the silvery cord remains invisibly attached to the new body, and the cord simply returns to the latter where it rests on the *Prime Material Plane*, reviving it from its state of suspended animation. Although astrally projected persons are able to function on the *Astral*

Plane, their actions do not affect creatures not existing on the *Astral Plane*. The spell lasts until the cleric desires to end it, or until it is terminated by some outside means (*dispel magic* or destruction of the cleric's body on the *Prime Material Plane*). The cleric can take up to five other creatures with him or her by means of the *astral spell*, providing the creatures are linked in a circle with the cleric. These fellow travelers are dependent upon the cleric and can be stranded. Travel in the *Astral Plane* can be slow or fast according to the cleric's desire. The ultimate destination arrived at is subject to the conceptualization of the cleric. (See **APPENDIX IV, THE KNOWN PLANES OF EXISTENCE**, for further information on the *Astral Plane* and astral projection.)

Control Weather (Alteration)

Level: 7
Range: 0
Duration: 4-48 hours
Area of Effect: 4-16 square miles

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: The *control weather* spell allows a cleric to change the weather in the area he or she is in at the time the spell is cast. The spell will affect the weather for from 4 to 48 hours (4d12) in an area of from 4 to 16 square miles (4d4). It requires 1 turn to cast the spell, and an additional 1 to 4 (4d4) turns for the effects of the weather to be felt. The *control weather* spell will not radically change the temperature, i.e. from below zero to a 100 degree temperature heat wave. The weather control possible depends upon the prevailing conditions:

CLEAR WEATHER	HOT WEATHER	CALM
Very clear	Warm weather	Dead calm
Light clouds or hazy	Sweltering heat	Light breeze
PARTLY CLOUDY WEATHER	WARM WEATHER	LIGHT WIND
Clear weather	Hot weather	Calm
Cloudy	Cool weather.	Strong wind
Mist/Light rain/small hail	COOL WEATHER	STRONG WIND
Sleet/Light snow	Warm weather	Light wind
CLOUDY WEATHER	Cold-weather	Gale
Partly cloudy	COLD WEATHER	GALE
Deep clouds	Cool weather	Strong wind
Fog	Arctic cold	Storm
Heavy rain/Large hail		STORM
Driving sleet/Heavy snow		Gale
		Hurricane-
		Typhoon

All three aspects of the weather (clouds/precipitation, temperature, and wind) can be controlled, but only as shown. For example, a day which is *clear*, *warm*, and with *light wind* can be controlled to become *hazy*, *hot*, and *calm*. Contradictions are not possible — fog and *strong wind*, for example. Multiple *control weather* spells can be used only in succession. The material components for this spell are the cleric's religious symbol, incense, and prayer beads or similar prayer object. Obviously, this spell functions only in areas where there are appropriate climatic conditions.

Earthquake (Alteration)

Level: 7
Range: 12''
Duration: 1 round
Area of Effect: ½'' diameter/level

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When this spell is cast by a cleric, a local tremor of fairly high strength rips the ground. The shock is over in one melee round. The *earthquake* affects all terrain, vegetation, structures, and creatures in its locale. The area of effect of the *earthquake* spell is circular, the diameter being ½'' for every level of experience of the cleric casting it, i.e. a 20th level cleric casts an *earthquake* spell with a 10'' diameter area of effect:

Effects are as follows:

CLERIC SPELLS, 7TH LEVEL

TERRAIN

Cave or cavern	Collapses roof
Cliffs	— Crumble causing landslide
Ground	— Cracks open, causing creatures to fall in and be killed as follows: — Size S — 1 in 4 (d4) — Size M — 1 in 6 (d6) — Size L — 1 in 8 (d8)
Marsh	— Drains water off to form muddy, rough ground
Tunnel	— Caves in

VEGETATION

Small growth	— No effect
Trees	— 1 in 3 are uprooted and fall

STRUCTURES

All structures	— Sustain from 5 to 60 points (5d12) of structural damage; those taking full damage are thrown down in rubble
----------------	---

CREATURES

See above

The material components for this spell are a pinch of dirt, a piece of rock, and a lump of clay.

Exaction (Evocation - Alteration)

Level: 7	Components: V, S, M
Range: 1"	Casting Time: 1 round
Duration: Special	Saving Throw: Special
Area of Effect: One creature	

Explanation/Description: When this spell is employed, the cleric confronts some powerful creature from another plane (including devas and powerful "name" demons, for instance, but not demigods or deities of any sort) and requires of it some duty or quest. The creature may not be one ethically or morally opposed to the cleric (i.e. not evil if the cleric is good, not chaotic if the cleric is lawful). Note that an absolute (true) neutral creature is in effect greatly opposed to both good and evil, and both law and chaos. The spell caster must know something about the creature to exact service from it, or else he or she must offer some fair trade in return for the service. That is, if the cleric is aware that the creature has received some favor from someone of the cleric's alignment, then the *exaction* can name this as cause; if no balancing reason for service is known, then some valuable gift or service must be pledged in return for the *exaction*. The service exacted must be reasonable with respect to the past or promised favor or reward. The spell then acts as a *quest* upon the creature which is to perform the required service. Immediately upon completion of the service, the subject creature is transported to the vicinity of the cleric, and the cleric must then and there return the promised reward, whether it is irrevocable cancellation of a past debt or the giving of some service or other material reward. Upon so doing, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in the cleric being subject to *exaction* by the subject creature or by its master, liege, etc., at the very least. At worst, the creature may attack the reneging cleric without fear of any of his or her spells affecting it, for the failure to live up to the bargain gives the creature total immunity from the spell powers of the cleric so doing. The material components of this spell are the cleric's holy/unholy symbol, some matter or substance from the plane of the creature from whom an *exaction* is to be expected, and knowledge of the creature's nature and/or actions which is written out on a parchment leaf that is burned to seal the bargain.

Gate (Conjuration/Summoning)

Level: 7	Components: V, S
Range: 3"	Casting Time: 5 segments
Duration: Special	Saving Throw: None
Area of Effect: Special	

Explanation/Description: The casting of a *gate* spell has two effects: first, it causes an ultra-dimensional connection between the plane of existence the cleric is on and that plane on which dwells a specific being of great power, the result enabling the being to merely step through the gate, or portal, from its plane to that of the cleric; second, the utterance of the spell attracts the attention of the dweller on the other plane. When casting the spell, the cleric must name the demon, devil, demi-god, god, or similar being he or she desires to make use of the gate and come to the cleric's aid. There is a 100% certainty that something will step through the gate. The actions of the being which comes through will depend on many factors, including the alignment of the cleric, the nature of those in company with him or her, and who or what opposes or threatens the cleric. Your Dungeon Master will have a sure method of dealing with the variables of the situation. The being gated in will either return immediately (very unlikely) or remain to take action.

Holy (Unholy) Word (Conjuration/Summoning)

Level: 7	Components: V
Range: 0	Casting Time: 1 segment
Duration: Special	Saving Throw: None
Area of Effect: 3" radius	

Explanation/Description: The utterance of a *holy (unholy)* word has tremendous power. It drives off evil (good) creatures from other planes, forcing them to return to their own plane(s) of existence. It further affects other creatures of differing alignment as follows:

Creature's Hit Dice or Level	Effects			
	General	Move	Attack Dice	Spells
less than 4	kills	-	-	-
4 to 7 +	paralyzes 1-4 turns	-	-	-
8 to 11 +	stuns 2-8 rounds	-50%	-4	-
12 or more	deafens 1-4 rounds	-25%	-2	50% chance of failure

Affected creatures must be within the 6" diameter area of effect centering on the cleric casting the spell.

Regenerate (Necromantic) Reversible

Level: 7	Components: V, S, M
Range: Touch	Casting Time: 3 rounds
Duration: Permanent	Saving Throw: None
Area of Effect: Creature touched	

Explanation/Description: When a *regenerate* spell is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even the heads of multi-headed creatures), bones, or organs will grow back. The process of regeneration requires but 1 round if the member(s) severed is (are) present and touching the creature, 2-8 turns otherwise. The reverse, *wither*, causes the member or organ touched to shrivel and cease functioning in 1 round, dropping off into dust in 2-8 turns. As is usual, creatures must be touched in order to have harmful effect occur. The material components of this spell are a prayer device and holy/unholy water.

Restoration (Necromantic) Reversible

Level: 7
 Range: Touch
 Duration: Permanent
 Area of Effect: Creature touched

Components: V, S
 Casting Time: 3 rounds
 Saving Throw: None

Explanation/Description: When this spell is cast, the life energy level of the recipient creature is raised upwards by one. This subsumes previous life energy level drain of the creature by some force or monster. Thus, if a 10th level character had been struck by a wight and drained to 9th level, the restoration spell would bring the character up to exactly the number of experience points necessary to restore him or her to 10th level once again, and restoring additional hit dice (or hit points) and level functions accordingly. Restoration is only effective if the spell is cast within 1 day/level of experience of the cleric casting it of the recipient's loss of life energy. The reverse, *energy drain*, draws away a life energy level (cf. such "undead" as spectre, wight, vampire). The *energy drain* requires the victim to be touched. A restoration spell will restore the intelligence of a creature affected by a *feeblemind* spell (q.v.).

Resurrection (Necromantic) Reversible

Level: 7
 Range: Touch
 Duration: Permanent
 Area of Effect: Person touched

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: The cleric employing this spell is able to restore life and complete strength to the person he/she bestows the resurrection upon. The person can have been dead up to 10 years cumulative per level of the cleric casting the spell, i.e. a 19th level cleric can resurrect the bones of a person dead up to 190 years. See *raise dead* for limitations on what persons can be raised. The reverse, *destruction*, causes the victim of the spell to be instantly dead and turned to dust. *Destruction* requires a touch, either in combat or otherwise. The material components of the spell are the cleric's religious symbol and holy/unholy water. Employment of this spell makes it impossible for the cleric to cast further spells or engage in combat until he or she has had one day of bed rest for each level of experience of the person brought back to life or destroyed.

Succor (Alteration - Enchantment) Reversible

Level: 7
 Range: Touch
 Duration: Special
 Area of Effect: One individual

Components: V, S, M
 Casting Time: 1 day
 Saving Throw: None

Explanation/Description: By casting this spell, the cleric creates a powerful dweomer in some specially prepared object — a string of prayer beads, a small clay tablet, an ivory baton, etc. This object will radiate magic, for it contains the power to instantaneously transport its possessor to the sanctuary of the cleric who created its dweomer. Once the item is magicked, the cleric must give it willingly to an individual, at the same time informing him or her of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he or she rends or breaks the item. When this is done, the individual and all that he or she is wearing and carrying will be instantly transported to the sanctuary of the cleric just as if the individual were capable of speaking a *word of recall* spell. No other creatures can be affected.

The reversed application of the spell enables the cleric to be transported to the immediate vicinity of the possessor of the dweomered item when it is broken and the command word said. The cleric can choose not to be affected by this "summons" by making that decision at the instant when the transportation is to take place, but if he or she so chooses, then the opportunity is gone forever and the spell is wasted. The cost of preparing the special item (for either version of the spell) varies from 2,000 to 5,000 gold pieces.

the sanctuary of the cleric just as if the individual were capable of speaking a *word of recall* spell. No other creatures can be affected.

The reversed application of the spell enables the cleric to be transported to the immediate vicinity of the possessor of the dweomered item when it is broken and the command word said. The cleric can choose not to be affected by this "summons" by making that decision at the instant when the transportation is to take place, but if he or she so chooses, then the opportunity is gone forever and the spell is wasted. The cost of preparing the special item (for either version of the spell) varies from 2,000 to 5,000 gold pieces.

Symbol (Conjuration/Summoning)

Level: 7
 Range: Touch
 Duration: 1 turn/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: Neg.

Explanation/Description: The cleric casting this spell inscribes a symbol in the air or upon any surface, according to his or her wish. The symbol glows for 1 turn for each level of experience of the cleric casting it. The particular symbol used can be selected by the cleric at the time of casting, selection being limited to:

HOPELESSNESS — Creatures seeing it must turn back in dejection and/or surrender to capture or attack unless they save versus magic. Its effects last for 3 to 12 turns.

PAIN — Creatures affected suffer -4 on "to hit" dice and -2 on dexterity ability score due to wracking pains. The effects last for 2-20 turns.

PERSUASION — Creatures seeing the symbol become of the same alignment as and friendly to the cleric who scribed the symbol for from 1 to 20 turns unless a saving throw versus magic is made.

The material components of this spell are mercury and phosphorus. (cf. eighth level magic-user symbol spell.)

Wind Walk (Alteration)

Level: 7
 Range: Touch
 Duration: 6 turns/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: None

Explanation/Description: This spell enables the cleric, and possibly one or two other persons, to alter the substance of his or her body to cloud-like vapors. A magical wind then wafts the cleric along at a speed of up to 60" per turn, or as slow as 6" per turn, as the spell caster wills. The *wind walk* spell lasts as long as the cleric desires, up to a maximum duration of 6 turns (one hour) per level of experience of the caster. For every 8 levels of experience the cleric has attained, up to 24, he or she is able to touch another and carry that person, or those two persons, along with the *wind walk*. Persons *wind walking* are not invisible but appear misty and are transparent. If fully clothed in white they are 80% likely to be mistaken for clouds, fog, vapors, etc. The material components of this spell are fire and holy/unholy water.



DRUID SPELLS

Notes Regarding Druid (Cleric) Spells:

The religious symbol of druids is mistletoe. Of lesser importance is holly. Some magical power resides in oak leaves. All of the druidic spells with a material component assume the use of mistletoe, as gathered by the druid character in the manner described hereafter. Lesser mistletoe, as well as holly and oak leaves, will reduce spell effectiveness as follows:

ITEM	SPELL RANGE	SPELL DURATION	AREA OF EFFECT
Lesser mistletoe	100%	75%*	100%
Borrowed mistletoe	75%*	50%**	100%
Holly	75%*	50%**	75%*
Oak leaves	50%**	50%**	50%**

* or + 1 on saving throw, if any, if category is not applicable

** or + 2 on saving throw, if any, if category is not applicable

Greater mistletoe, that is, mistletoe which is properly harvested by the druid, must be gathered by the druid as follows. On Midsummer's Eve, the druid must locate his mistletoe, cut it with a gold or silver sickle and catch it in a bowl before it touches the ground.

Lesser mistletoe is that which is not harvested on the eve of midsummer, or that which the druid takes in a way which is not prescribed (such as picking by hand).

Borrowed mistletoe is any mistletoe which is not personally harvested by the druid.

Holly and oak leaves must be gathered by the druid, but these may be picked or gathered in any manner.

First Level Spells:

Animal Friendship (Enchantment/Charm)

Level: 1
Range: 1"
Duration: Permanent
Area of Effect: One animal

Components: V, S, M
Casting Time: 6 turns
Saving Throw: Neg.

Explanation/Description: By means of this spell the druid is able to show any animal which is of at least *animal* intelligence (but not above *semi-intelligent* rating) that the druid is disposed to be its friend. If the animal does not make its saving throw versus magic immediately when the spell is begun, it will stand quietly while the druid finishes the spell. Thereafter, it will follow the druid about, and he or she can teach it 3 specific "tricks" or tasks for each point of intelligence it possesses. (Typical tasks are those taught a dog or similar pet, i.e. they cannot be complex.)

Training for each such "trick" must be done over a period of 1 week, and all must be done within 3 months of acquiring the creature. During the training period the animal will not harm the druid, but if the creature is left alone for more than 3 days it will revert to its natural state and act accordingly. The druid may use this spell to attract up to 2 hit dice of animal(s) per level of experience he or she possesses. This also means that the druid can never have more hit dice of animals so attracted and trained than are equal to or less than twice his or her levels of experience. Only *neutral* animals can be attracted, befriended, and trained. The material components of this spell are mistletoe and a piece of food attractive to the animal subject.

Ceremony (Invocation)

Level: 1
Range: Touch
Duration: Permanent
Area of Effect: One creature, item, or area

Components: V, S, M
Casting Time: 1 hour
Saving Throw: Special

Explanation/Description: The druidic *ceremony* spell is similar to the clerical spell of the same name. It has a number of applications within the hierarchy of druids. The effect of a *ceremony* spell does not leave behind an aura of magic, although a *know alignment* spell or similar magic might reveal the force of true neutrality involved in the magic. Druidic *ceremonies* include the following, which can be cast by a druid of the indicated or lower level:

1st-level druid: *coming of age, rest eternal, marriage*
3rd-level druid: *dedication, investiture*
7th-level druid: *initiation, special vows*
9th-level druid: *hallowed ground*
12th-level druid: *cast out*

The characteristics of the various types of druidic *ceremony* spells are as follows:

Coming of age is performed upon young people in druidic societies, usually when they reach the age of 14, and is symbolic of the young man's or young woman's entrance into adulthood. Effects of the spell are the same as for the clerical version (+ 1 bonus to a single saving throw); see the cleric text for other details.

Rest eternal is cast upon the body of a deceased being, by means of which the soul/spirit of the creature is hastened in its journey to its final resting place. The spells *raise dead* and *resurrection* will not restore life to a character who has been the object of this spell, although a *wish* spell would serve that purpose.

Marriage is essentially identical to the clerical *ceremony* of the same name.

Dedication allows the recipient of the spell to be taken into the ranks of the druid's followers/worshippers, provided that the character is true neutral in alignment. A recipient of this spell is charged, as are druids, with the responsibility to preserve and protect nature and the balance of forces in the world. In other respects it is similar to the clerical *ceremony* of the same name.

Investiture is a rite that must be performed upon a character before he or she can become an Aspirant (1st-level druid). It conveys no other benefit.

Initiation imbues the druid with the shape-changing and immunity to woodland *charm* powers that become available to the character upon attaining 7th level. This *ceremony* must be performed upon a druid immediately after he or she begins to advance upward through the 7th level of experience; if cast earlier than this, it will not work, and the druid will not have the benefit of the above-mentioned special powers until receiving *initiation*. Usually a druid must seek out another druid of 7th or higher level to perform the rite, but in unusual cases a druid may cast it upon himself or herself.

Special vows is a *ceremony* that operates in the same fashion as the clerical rite of the same name. It does not work upon paladins, but will function upon cavaliers of any alignment.

Hallowed ground is cast by the druid on his or her permanent grove. This *ceremony* ensorcells the trees of the grove so that they will never be affected by disease or other natural disasters. The ground remains *hallowed* for as long as the druid maintains this grove as his or her permanent base.

Cast out is a form of excommunication or punishment that can be performed by a druid upon someone who has committed sacrilege upon the natural environment or in some other way violated the principles and standards of druidism. Its effects may be lessened at a later date by the casting of a reversed version of this *ceremony*, either by the same druid or another one of at least as high a level as the original caster, but the *casting out* can never be completely neutralized except by a Hierophant Druid of any level. A character who has been *cast out* exudes a powerful negative aura, causing any natural creature encountered to react negatively to the character. This includes all normal (non-magical) animals, monsters native to the woodlands, domesticated beasts such as horses and dogs, and all druids and their followers.

Casting out is a very powerful form of punishment, and can only be performed by a druid who has received permission from his or her Archdruid to do so. Similarly, an Archdruid must get permission from the Great Druid, and the Great Druid from the Grand Druid. The Grand Druid does not need to obtain permission, but his or her actions may be reversed by a Hierophant Druid at any time.

This ceremony is usually only used on occasions where the severity of an offense warrants such extreme punishment; a druid who asks for and is denied permission to perform it, or one who later has his or her actions offset by another druid, may be subject to punishment by higher-ranking members of the hierarchy. An intended recipient of this *ceremony* who is unwilling receives a saving throw versus spell, at -4, to negate its effects.

The components of a *ceremony* spell always include mistletoe, and the rite (of any sort) must be performed in a druid grove or some other natural, healthy patch of forest. Such *ceremonies* are normally conducted at either dawn or dusk, the times when night and day are in balance.

Detect Balance (Divination)

Level: 1
Range: 6"
Duration: 1 round/level
Area of Effect: One object or creature per round

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell allows the druid to determine if non-neutral forces and alignments are at work in the area of effect (upon or in the object or creature being scanned). An alignment that is partly neutral (such as that of a neutral good cleric) will radiate a mild aura, while an alignment that has no neutral component (such as that of a chaotic good fighter) will give off a strong aura. The spell does not determine exact alignment, but only tells the druid if the object or creature being examined is something other than true neutral; a paladin and a chaotic evil thief, for instance, will radiate the same aura at the same strength.

The spell will not function upon non-living items that do not have a natural aura (such as a vial of poison), but will work upon an object such as an aligned magical sword. Creatures that are under the effect of an *unknowable alignment* spell or similar magic will not radiate any aura when this spell is used upon them. If the magic is used upon something or someone that exudes a true neutral alignment (such as another druid), it will produce a smooth, well-balanced aura identifiable as one of neutrality.

Detect Magic (Divination)

Level: 1
Range: 0
Duration: 12 rounds
Area of Effect: 1" path, 4" long

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the first level cleric spell of the same name.

Detect Poison (Divination)

Level: 1
Range: 0
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By means of this spell the druid is able to determine if some object, creature, or area contains poison or has been poisoned. In general, the area which can be perused by the druid of the spell is about 1 cubic yard of space. Therefore, the druid cannot determine if an entire pond is poisoned, but he or she could tell if a portion — or something within the portion — scanned during the round contained poison. There is also a 5% chance per level of experience of the caster that the type of poison used or contained in the area scanned will also be discovered by the spell, i.e., contact poison (insinuating), ingestive, or respirative (gas).

While more than one area can be scanned with a *detect poison* spell during the duration of the spell, it is almost fruitless to attempt to determine poison type for all of those areas; any single failure on the "5% chance per level" roll to detect poison type makes this spell useless for this purpose for the remainder of the duration of that particular casting. In addition to mistletoe, the druid needs a yew leaf as a material component for this spell. The latter item will turn brown if poison is present, so that several will possibly be needed to fully utilize the entire spell duration.

Detect Snares & Pits (Divination)

Level: 1
Range: 0
Duration: 4 rounds/level
Area of Effect: 1" path, 4" long

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Upon casting this spell, the druid is able to detect snares & pits along the 1" wide by 4" long area of effect path and thus avoid such deadfalls. Note that in the underground only simple pits, not all forms of traps, would be detected by means of this spell. Outdoors, the spell detects all forms of traps — deadfalls, missile trips, snares, etc. The spell lasts 4 melee rounds for each level of experience of the druid casting it, i.e. 4 rounds at the 1st level, 8 at the 2nd, 12 (1 turn plus 2 rounds) at the 3rd, etc.

Entangle (Alteration)

Level: 1
Range: 8"
Duration: 1 turn
Area of Effect: 4" diameter

Components: V, S, M
Casting Time: 3 segments
Saving Throw: ½

Explanation/Description: By means of this spell the druid is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures, thus holding them fast for the duration of the spell. If any creature in the area of effect makes its saving throw, the effect of the spell is to slow its movement by 50% for the spell duration.

Faerie Fire (Alteration)

Level: 1
Range: 8"
Duration: 4 rounds/level
Area of Effect: 12 linear feet/level within a 4" radius

Components: V
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When the druid casts this spell, he or she outlines an object or creature with a pale glowing light. The completeness of the lining is dependent upon the number of linear feet the druid is able to affect, about 12' per level (i.e. one 6' man or two 3' kobolds). If there is sufficient power, several objects or creatures can be covered by the *faerie fire*, but one must be fully outlined before the next is begun, and all must be within the area of effect. Outlined objects or creatures (including those otherwise invisible) are visible at 8" in the dark, 4" if the viewer is near a bright light source. Outlined creatures are easier to strike, thus opponents gain +2 on "to hit" dice. The *faerie fire* can be blue, green, or violet according to the word of the druid at the time he or she casts the spell. The *faerie fire* does not itself cause any harm to the object or creature lined.

DRUID SPELLS, 1ST LEVEL

Invisibility To Animals (Alteration)

Level: 1
Range: Touch
Duration: 1 turn + 1 round/level
Area of Effect: Creature touched
Components: S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: When an *invisibility to animals* spell is cast by a druid, the recipient of the magic becomes totally undetectable with respect to normal animals with intelligence under 6. Normal animals includes giant-sized varieties, but it excludes any with magical abilities or powers. The magicked individual is able to walk amongst animals or pass through them as if he or she did not exist. For example, this individual could stand before the hungriest of lions or a tyrannosaurus rex and not be molested or even noticed. However, a nightmare, hell hound, or winter wolf would certainly be aware of the individual. The material component of this spell is holly rubbed over the individual.

Locate Animals (Divination)

Level: 1
Range: 0
Duration: 1 round/level
Area of Effect: 2" path 2" long/level
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: The druid with a *locate animals* spell is able to determine the direction and distance of any of the desired animals within the area of effect. The sought after animal can be of any sort, but the druid must concentrate on the sort desired. The cleric faces in a direction, thinks of the animal desired, and he or she then knows if any such animal is within spell range. During a round of spell effect duration, the druid must face in only one direction, i.e., only a 2" wide path can be known. The spell lasts 1 round per level of experience of the druid, while the length of the path is 2" per level of experience.

Pass Without Trace (Enchantment/Charm)

Level: 1
Range: Touch
Duration: 1 turn/level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When this spell is cast, the recipient can move through any type of terrain — mud, snow, dust, etc. — and leave neither footprint nor scent. Thus, tracking a person or other creature covered by this *dweomer* is impossible. The material components of this spell are a leaf of mistletoe (which must be burned thereafter and the ashes powdered and scattered) and a sprig of pine or evergreen. Note: The area which is passed over will radiate a *dweomer* for 6-36 turns after the affected creature passes.

Precipitation (Alteration)

Level: 1
Range: 1"/level
Duration: 1 segment/level
Area of Effect: 3" diam. cylinder up to 12" high
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None (& special)

Explanation/Description: This spell is identical to the 1st-level clerical spell of the same name, except that the druid needs mistletoe as an additional material component.

Predict Weather (Divination)

Level: 1
Range: 0
Duration: 2 hours/level
Area of Effect: Nine square miles
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When a *predict weather* spell is cast by a druid, he or she gains 100% accurate knowledge of the weather (sky, temperature, precipitation) in a nine square mile area centering on the druid. For each level of experience of the druid casting the spell, two hours advance weather can be forecast. Thus, at 1st level the druid knows what the weather will be for two hours; at second level he or she knows the weather for 4 hours in advance, etc.

Purify Water (Alteration) Reversible

Level: 1
Range: 4"
Duration: Permanent
Area of Effect: 1 cubic foot/level, 1" square area
Components: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell makes dirty, contaminated water clean and pure, suitable for consumption. Up to one cubic foot per level of the druid casting the spell can be thus purified. The reverse of the spell, *contaminate water*, works in exactly the same manner, and even holy/unholy water can be spoiled by its effects.

Shillelagh (Alteration)

Level: 1
Range: Touch
Duration: 1 round/level
Area of Effect: One normal oaken club
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell enables the druid to change his own oaken cudgel into a magical weapon which is +1 to hit and inflicts 2-8 hit points of damage on opponents up to man-sized, 2-5 hit points of damage on larger opponents. The druid must wield the *shillelagh*, of course. The material components of this spell are an oaken club, any mistletoe, and a shamrock leaf.

Speak With Animals (Alteration)

Level: 1
Range: 0
Duration: 2 rounds/level
Area of Effect: One animal type in 4" radius of druid
Components: V, S
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the second level cleric spell of the same name.

Second Level Spells:

Barkskin (Alteration)

Level: 2
Range: Touch
Duration: 4 rounds + 1 round/level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When the druid casts the *barkskin* spell upon a creature, its armor class improves 1 place because the creature's skin becomes as tough as bark. In addition, saving throws versus all attack forms except magic increase by +1. This spell can be placed on the druid casting it or on any other creature he or she touches. In addition to mistletoe, the caster must have a handful of bark from an oak as the material component of the spell.



Charm Person Or Mammal (Enchantment/Charm)

Level: 2
Range: 8"
Duration: Special
Area of Effect: One person or mammal

Components: V, S
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: This spell will affect any single person or mammal it is cast upon. The creature then will regard the druid who cast the spell as a trusted friend and ally to be heeded and protected. The spell does not enable the druid to control the charmed creature as if it were an automaton, but any word or action of the druid will be viewed in its most favorable way. Thus, a charmed creature would not obey a suicide command, but might believe the druid if assured that the only chance to save the druid's life is if the creature holds back an onrushing red dragon for "just a round or two". Note also that the spell does not empower the druid with linguistic capabilities beyond those he or she normally possesses. The duration of the spell is a function of the charmed creature's intelligence, and it is tied to the saving throw. The spell may be broken if a saving throw is made, and this saving throw is checked on a periodic basis according to the creature's intelligence:

Intelligence Score	Period Between Checks
3 or less	3 months
4 to 6	2 months
7 to 9	1 month
10 to 12	3 weeks
13 to 14	2 weeks
15 to 16	1 week
17	3 days
18	2 days
19 or more	1 day

If the druid harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* (q.v.) is successfully cast upon the charmed creature, the charm will be broken automatically. The spell affects all mammalian animals and persons. The term *person* includes all bipedal human and humanoid creatures of approximately man-size, or less than man-size, including those affected by the *hold person* spell (q.v.). If the recipient of the *charm person/charm mammal* spell makes its saving throw versus the spell, its effect is negated.

Create Water (Alteration)

Level: 2
Range: 1"
Duration: Permanent
Area of Effect: 1 cubic foot/level

Components: V, S
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: The druid can create pure, drinkable water by means of a *create water* spell. He or she creates 1 cubic foot of water for each level of experience attained. The water can be created at a maximum distance of 1" from the druid.

Cure Light Wounds (Necromantic) Reversible

Level: 2
Range: Touch
Duration: Permanent
Area of Effect: Character touched

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: With the exception of the fact that the druid must have mistletoe (of any sort) to effect this spell, it is the same as the first level cleric *cure light wounds* spell.

Feign Death (Necromantic)

Level: 2
Range: 1"
Duration: 4 rounds + 2 rounds/level
Area of Effect: One creature

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the third level magic-user *feign death* spell (q.v.). The material component is a piece of dead oak leaf (in addition to mistletoe, of course).

Fire Trap (Evocation)

Level: 2
Range: Touch
Duration: Permanent until discharged
Area of Effect: Object touched

Components: V, S, M
Casting Time: 1 turn
Saving Throw: ½

Explanation/Description: This spell is the same as the fourth level magic-user *fire trap* spell (q.v.) except as shown above and for the fact that the material components are holly berries and a stick of charcoal to trace the outline of the closure.



Flame Blade (Evocation)

Level: 2
Range: 0
Duration: 1 round/level
Area of Effect: 3' long, sword-like blade

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When a druid casts this spell, he or she causes a blazing ray of red-hot fire to spring forth from his or her hand. This blade-like ray is actually wielded as if it were a scimitar, and if the druid scores a successful hit while employing the *flame blade*, the creature struck will take 5-8 points of damage — with a damage bonus of +2 if the creature is of the undead class or is especially vulnerable to fire, or a -2 penalty to damage if the creature is protected from fire. No damage can be inflicted upon a creature which is a fire-dweller or which uses fire as an attack form. The *flame blade* will ignite combustible materials such as parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon in the normal sense of the term except with respect to undead monsters, so creatures that can be struck only by magical weapons are not harmed by this spell unless they are of the undead class. In addition to mistletoe, the druid must have a leaf of sumac in order to cast this spell.

Goodberry (Alteration - Evocation) Reversible

Level: 2
Range: Touch
Duration: 1 day + 1/level
Area of Effect: 2-8 fresh berries

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When a druid casts a *goodberry* spell upon a handful of freshly picked berries, from 2 to 8 of them will become magical. The druid casting the spell (as well as any other druid of 3rd or higher level) will be able to immediately discern which berries were affected. A *detect magic* spell will discover this also. Berries with the *dweomer* will either enable a hungry creature of approximately man-size to eat one and be as well-nourished as if a full normal meal were eaten, or else the berry will cure 1 point of physical damage due to wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period. The reverse of the spell, *badberry*, causes rotten berries to appear wholesome but each actually delivers 1 point of poison damage (no saving throw) if ingested. The material component of the spell is mistletoe passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, etc.).

DRUID SPELLS, 2ND LEVEL

Heat Metal (Alteration) Reversible

Level: 2
Range: 4"
Duration: 7 rounds
Area of Effect: Special

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: By means of the *heat metal* spell, the druid is able to excite the molecules of ferrous metal (iron, iron alloys, steel) and thus cause the affected metal to become hot. On the first round of the spell, the effect is merely to cause the metal to be very warm and uncomfortable to touch, and this is also the effect on the last melee round of the spell's duration. The second and sixth (next to the last) round effect is to cause blisters and damage; the third, fourth, and fifth rounds the metal becomes searing hot, causing disability and damage to exposed flesh, as shown below:

Per Round of Exposure		
Metal Temperature	Damage	Disability
very warm	none	none
hot	1-4 hit points	none
searing	2-8 hit points	hands or feet 2-8 days
		head 1-4 turns unconsciousness
		body 1-4 days

Note also that materials such as wood, leather, or flammable cloth will smoulder and burn if exposed to searing hot metal, and such materials will then cause searing damage to exposed flesh on the next round. *Fire resistance* (potion or ring) or a *protection from fire* spell totally negates the effects of a *heat metal* spell, as will immersion in water or snow, or exposure to a *cold* or *ice storm* spell (qq.v.). For each level of experience of the druid casting the spell, he or she is able to affect the metal of one man-sized creature, i.e. arms and armor, or a single mass of metal equal to 500 gold pieces in weight, cumulative. The reverse, *chill metal*, counters a *heat metal* spell or else causes metal to act as follows:

Per Round of Exposure		
Metal Temperature	Damage	Disability
cold	none	none
icy	1-2 hit points	none
freezing	1-4 hit points	amputation of fingers, toes, nose, or ears

The *chill metal* spell is countered by a *resist cold* spell, or by any great heat, i.e. proximity to a blazing fire (not a mere torch), a magical *flaming sword*, a *wall of fire*, etc.

Locate Plants (Divination)

Level: 2
Range: 0
Duration: 1 turn/level
Area of Effect: 1" diameter/level circle

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When this spell is used by a druid, he or she is able to locate any desired type of plant within the area of effect. Note: the plant type must be singular and concentrated upon. The spell's area of effect centers on, and moves with, the druid.

Obscurement (Alteration)

Level: 2
Range: 0
Duration: 4 rounds/level
Area of Effect: Special

Components: V, S
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: This spell causes a misty vapor to arise around the druid. It persists in this locale for 4 rounds per level of experience of the druid casting the spell, and it reduces visibility of any sort (including infravision) to 2' to 8' (2d4). The area of effect is a cubic progression based on the druid's level of experience, a 1" cube at 1st level, a 2" cube at 2nd level, a 3" cube at 3rd level, and so on. Underground, the height of the vapor is restricted to 1", although the length and breadth of the cloud is not so limited. A strong wind will cut the duration of an *obscurement* spell by 75%.

Produce Flame (Alteration)

Level: 2
Range: 0
Duration: 2 rounds/level
Area of Effect: Special

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: A bright flame, equal in brightness to a torch, springs forth from the druid's palm when he or she casts a *produce flame* spell. This magical flame lasts for 2 melee rounds for each level of the druid casting the spell. The flame does not harm the druid's person, but it is hot, and it will cause combustion of inflammable materials (paper, cloth, dry wood, oil, etc.). The druid is capable of hurling the magical flame as a missile, with a range of 4". The flame will flash on impact, igniting combustibles within a 3' diameter of its center of impact, and then extinguish itself. The druid can cause it to go out any time he or she desires, but fire caused by the flame cannot be so extinguished.

Reflecting Pool (Evocation - Divination)

Level: 2
Range: 1"
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 2 hours
Saving Throw: None

Explanation/Description: This spell enables the druid to cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than 2 feet per level of the spell caster. The effect is to create a scrying device similar to a *crystal ball*, in much the same fashion as the magic-user spell *magic mirror* and the clerical spell *magic font*, both described elsewhere in this text. The scrying can extend only to those planes of existence which are coexistent with or border upon the Prime Material Plane, i.e. the Inner Planes (including the Para-elemental Planes, Plane of Shadow, *et al.*). Penalties for attempting to scry beyond the druid's own plane, as given in the description for *crystal ball* (see *Dungeon Masters Guide*) are applicable.

The following spells can be cast through a *reflecting pool*, with a 5% per level chance of operating correctly: *detect magic*, *detect snares and pits*, *detect poison*. Infravision and ultravision will operate normally through the *reflecting pool*, as will the spells *starshine* and *moonbeam* (see hereafter). The druid must use both mistletoe and the oil extracted from such nuts as the hickory and the walnut, refined, and dropped in three measures upon the surface of the pool. (A measure need be no more than a single ounce of oil.)

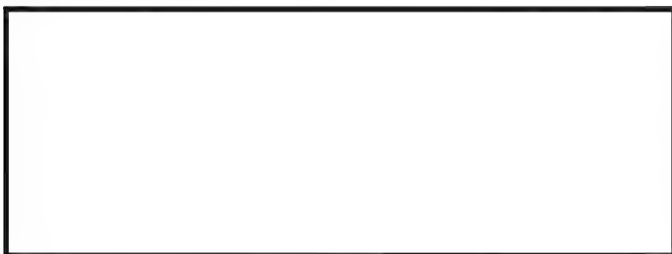


Slow Poison (Necromantic)

Level: 2
Range: *Touch*
Duration: *1 hour/level*
Area of Effect: *Creature touched*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: This spell is identical to the 2nd-level clerical spell *slow poison*, except that if the druid is able to determine that the poison was one made from some living plant, he or she has a 5% chance per level of knowing an herbal antidote which will neutralize the poison. (If the actual type of poison is not given by the Dungeon Master, a successful casting of *detect poison [type]* indicates an organic poison which can be countered.) A dice roll equal to or less than the druid's chance to find an antidote indicates neutralization.

The druid uses mistletoe as a material component for this spell, and crushed garlic must be rubbed on the recipient's feet. Antidotes must be obtained from green vegetables outdoors, or from an herbalist or similar source of supply.



Trip (Enchantment/Charm)

Level: 2
Range: *Touch*
Duration: *1 turn/level*
Area of Effect: *One 10' long object*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *Neg.*

Explanation/Description: The spell caster must use a length of vine, a stick, pole, rope, or similar object to cast this magic upon. The *trip* spell causes the object to rise slightly off the ground or floor it is resting on and trip creatures crossing it if they fail to make their saving throw versus magic. Note that only as many creatures can be tripped as are actually stepping across the magicked object, i.e. a 3' long piece of rope could trip only 1 man-sized creature. Creatures moving at a very rapid pace (running) when tripped will take 1-6 (d6) hit points of damage and be stunned for 2-5 (d4+1) rounds if the surface they fall upon is very hard, but if it is turf or non-hard they will merely be stunned for 2-5 segments. Very large creatures such as elephants will not be at all affected by a *trip*. The object magicked will continue to trip all creatures passing over it, including the spell caster, for as long as the spell duration lasts. Creatures aware of the object and its potential add +4 to their saving throw when crossing it. The object is 80% undetectable without magical means of detection.

Warp Wood (Alteration)

Level: 2
Range: *1"/level*
Duration: *Permanent*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: When this spell is cast the druid causes a volume of wood to bend and warp, permanently destroying its straightness, form, and strength. The range of a warp wood spell is 1" for each level of experience of the druid casting it. It affects approximately a fifteen inch shaft of wood of up to one inch diameter per level of the druid. Thus, at 1st level, a druid might be able to warp a hand axe handle, or four crossbow bolts, at 5th level he or she could warp the shaft of a typical magic spear. Note that boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak.



Third Level Spells:

Call Lightning (Alteration)

Level: 3
Range: 0
Duration: *1 turn/level*
Area of Effect: *72" diameter*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *½*

Explanation/Description: When a *call lightning* spell is cast, there must be a storm of some sort in the area — a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado. The druid is then able to call down bolts of lightning from sky to ground. Each bolt will cause damage equal to 2 eight-sided dice (2d8) plus 1 like die (d8) for each level of experience of the druid casting the spell. Thus, a 4th level druid calls down a six-die (6d8) bolt. The bolt of lightning flashes down in a perpendicular stroke at whatever distance the spell caster decides, up to the 36" radial distance maximum. Any creature within a 1" radius of the path or the point where the lightning strikes will take full damage, unless a saving throw is made, in which case only one-half damage is taken. Full/half damage refers to the number of hit dice of the lightning bolt, i.e. if it is of eight dice strength, the victim will take either eight dice (8d8) or four dice (4d8), if the saving throw is made, of damage. The druid is able to call one bolt of lightning every 10 melee rounds (1 turn), to a maximum number of turns equal to the level of experience he or she has attained, i.e. 1 bolt/turn for each level of experience. Note: This spell is normally usable outdoors only.

Cloudburst (Alteration)

Level: 3
Range: *1"/level*
Duration: *1 round*
Area of Effect: *3" diam. cylinder up to 6" high*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *None (& special)*

Explanation/Description: This spell is essentially the same as the 3rd-level clerical spell of the same name, with only the following special notations and additions: Lightning cannot be called by the use of a *cloudburst* spell, and a *call lightning* spell cannot be used in the same area at the same time. Also, the druid must use mistletoe as an additional material component.

Cure Disease (Necromantic) Reversible

Level: 3
Range: *Touch*
Duration: *Permanent*
Area of Effect: *Creature touched*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: This spell is the same as the 3rd level cleric *cure disease* spell (q.v.), with the exception that the druid must have mistletoe to effect it. It is reversible to cause disease also.

Hold Animal (Enchantment/Charm)

Level: 3
Range: *8"*
Duration: *2 rounds/level*
Area of Effect: *One to four animals*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *Neg.*

Explanation/Description: By means of this spell the druid holds one to four animals rigid. Animals affected are normal or giant-sized mammals, birds, or reptiles, but not monsters such as centaurs, gorgons, harpies, naga, etc. That is, apes, bears, crocodiles, dogs, eagles, foxes, giant beavers, and similar animals are subject to this spell. The *hold* lasts for 2 melee rounds per level of experience of the druid casting it. It is up to the druid as to how many animals he or she wishes to *hold* with the spell, but the greater the number, the better chance each will have of not being affected by the spell. Note that a maximum body weight of 400 pounds (100 pounds with respect to non-mammals)/animal/level of experience of the druid can be affected, i.e. an 8th level druid can affect up to four 3,200 pound mammals or a like number of 800 pound non-mammals such as birds or reptiles. Each animal gets a saving throw: if only 1 is the subject of the spell, it has a penalty of -4 on its die roll to save; if 2 are subject, they each receive a penalty of -2 on their die rolls; if 3 are subject, they each receive a penalty of -1 on their die rolls; if 4 are subject, each makes a normal saving throw.

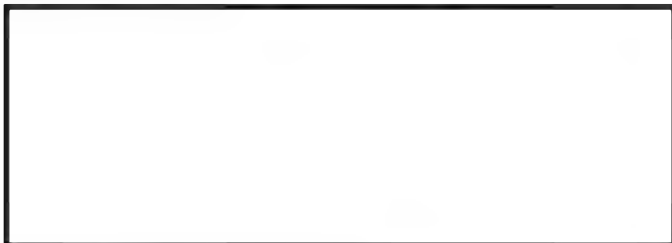
DRUID SPELLS, 3RD LEVEL

Know Alignment (Divination)

Level: 3
Range: 1"
Duration: 5 rounds
Area of Effect: One creature per round

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell is essentially the same as the 2nd-level clerical spell of the same name, except as noted above, and with the following additional difference. Because of the shorter duration, only five creatures (maximum) can be examined by this spell, and it cannot be reversed.



Neutralize Poison (Alteration) Reversible

Level: 3
Range: Touch
Duration: Permanent
Area of Effect: Creature touched

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell is the same as the 4th level cleric neutralize poison spell (q.v.).

Plant Growth (Alteration)

Level: 3
Range: 16"
Duration: Permanent
Area of Effect: 2" X 2" square area/level

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When a plant growth spell is cast by the druid, he or she causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle which creatures must hack or force a way through at a movement rate of 1" per, or 2" per with respect to larger than man-sized creatures. Note that the area must have brush and trees in it in order to allow this spell to go into effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier. The area of effect is 2" X 2" square per level of experience of the druid, in any square or rectangular shape that the druid decides upon at the time of the spell casting. Thus an 8th level druid can affect a maximum area of 16" X 16" square, a 32" X 8" rectangle, a 64" X 4" rectangle, 128" X 2" rectangle, etc. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a dispel magic spell (q.v.).

Protection From Fire (Abjuration)

Level: 3
Range: Touch
Duration: Special
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: The effect of a protection from fire spell differs according to the recipient of the magic — the druid or some other creature. If the spell is cast upon the druid, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and to exposure to magical fires such as demon fire, burning hands, fiery dragon breath, fire ball, fire seeds, fire storm, flame strike, hell hound breath, meteor swarm, pyrohydra breath, etc. until an accumulation of 12 hit points of potential damage per level of experience of the druid has been absorbed by the protection from fire spell, at which time the spell is negated. Otherwise the spell lasts for 1 turn per level of experience of the druid. If the spell is cast upon another creature, it gives invulnerability to normal fire, gives a bonus of +4 on saving throw die rolls made versus fire attacks, and reduces damage sustained from magical fires by 50%.

Pyrotechnics (Alteration)

Level: 3
Range: 16"
Duration: Special
Area of Effect: 10 or 100 times the fire source

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: A pyrotechnics spell can have either of two effects. It produces a flashing and fiery burst of glowing, colored aerial fireworks which lasts 1 segment per experience level of the druid casting the spell and temporarily blinds those creatures in the area of effect or under it or within 12" of the area (and in any event in unobstructed line of sight); or it causes a thick writhing stream of smoke to arise from the fire source of the spell and form a choking cloud which lasts for 1 round per experience level of the druid casting it, covering a roughly globular area from the ground or floor up (or conforming to the shape of a confined area), which totally obscures vision beyond 2'. The spell requires a fire of some sort in range. The area of pyrotechnics effect is 10 times the volume of the fire source with respect to fireworks, 100 times with respect to smoke. In either case, the fire source is immediately extinguished by the employment of the spell.

Snare (Enchantment/Charm)

Level: 3
Range: Touch
Duration: Permanent until triggered
Area of Effect: 2' diameter circle plus 1/6' per level of the spell caster

Components: V, S, M
Casting Time: 3 rounds
Saving Throw: None

Explanation/Description: This spell enables the druid to make a snare which is 90% undetectable without magical aid. The snare can be made from any supple vine, a thong, or a rope. When the snare spell is cast upon it, the cordlike object blends with the background of its location. One end of the snare is tied in a loop which will contract about 1 or more of the limbs of any creature stepping inside the circle (note that the head of a worm or snake could also be thus ensnared). If a strong and supple tree is nearby, the snare will be fastened to it, and the dwomeer of the spell will cause it to bend and then straighten when the loop is triggered, thus causing 1-6 hit points of damage to the creature trapped, and lifting it off the ground by the trapped member(s) (or strangling it if the head/neck triggered the snare). If no such sapling or tree is available, the cord-like object will tighten upon the member(s) and then enwrap the entire creature, doing no damage, but tightly binding it. The snare is magical, so for 1 hour it is breakable only by storm giant or greater strength (23); each hour thereafter, the snare material loses magic so as to become 1 point more breakable per hour — 22 after 2 hours, 21 after 3, 20 after 4 — until 6 full hours have elapsed. At that time, 18 strength will break the bonds. After 12 hours have elapsed, the materials of the snare lose all of the magical properties, and the loop opens, freeing anything it had held. The druid must have a snake skin and a piece of sinew from a strong animal to weave into the cord-like object from which he or she will make the snare. Only mistletoe is otherwise needed.

Spike Growth (Alteration/Enchantment)

Level: 3
Range: 6"
Duration: 3-12 turns + 1/level
Area of Effect: 10' square per level of caster

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell is essentially the same as the 4th-level clerical spell of the same name, except as noted above, and with the following additional differences: The affected area will radiate an aura of magic, and a detect snares and pits spell will reveal the location of the spike growth. The druid must use mistletoe as a material component (in place of the cleric's holy symbol) in addition to the seven small twigs or thorns.

Starshine (Evocation - Illusion)

Level: 3
Range: 1"/level
Duration: 1 turn/level
Area of Effect: 10' square per level of caster

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: A *starshine* spell enables the druid to softly illuminate an area as if it were exposed to a clear night sky filled with stars. Regardless of the height of the open area in which the spell is cast, the area immediately beneath it will be lit by *starshine*. Vision will be clear at up to 30', indistinct out to 60', and beyond that only gleams and glimmers will be discernible. The *starshine* allows shadows. It enhances ultravision to its full potential but does not affect infravision. The spell makes the area of effect actually appear to be a night sky, but disbelief of the illusion merely allows the disbeliever to note that the "stars" are actually evoked lights. The material components are several stalks from an amaryllis (especially Hypoxis) and several holly berries.

Stone Shape (Alteration)

Level: 3
Range: Touch
Duration: Permanent
Area of Effect: Three cubic feet, plus one cubic foot per level

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell is exactly the same as the fifth level magic-user spell, *stone shape* (q.v.), except as noted above and for the requirement of mistletoe as an additional component to enable a druid to cast the spell.

Summon Insects (Conjuration/Summoning)

Level: 3
Range: 3"
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When a *summon insects* spell is cast by a druid, he or she attracts flying insects 70% of the time. The exact insects called will be bees, biting flies, hornets, or wasps if flying insects are indicated, or biting ants or pinching beetles if non-flying insects are determined. A cloud of the flying type, or a swarm of the crawling sort, will appear after the spell is cast. They will attack any creature the druid points to. The attacked creature will sustain 2 hit points of damage per melee round, and it can do nothing but attempt to fend off these insects during the time it is so attacked. The summoned insects can be caused to attack another opponent, but there will be at least a 1 round delay while they leave the former recipient and attack the new victim, and crawling insects can travel only about 12' per round (maximum speed over smooth ground). It is possible in underground situations that the druid could summon 1-4-giant ants by means of the spell, but the possibility is only 30% unless giant ants are nearby. The materials needed for this spell are mistletoe, a flower petal, and a bit of mud or wet clay.

Tree (Alteration)

Level: 3
Range: 0
Duration: 6 turns + 1 turn/level
Area of Effect: Personal

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: By means of this spell the druid is able to assume the form of a small living tree or shrub or that of a large dead tree trunk with but a few limbs. Although the closest inspection will not reveal that this plant is actually a druid, and for all normal tests he or she is, in fact, a tree or shrub, the druid is able to observe all that goes on around his or her person just as if he or she were in human form. The spell caster may remove the dwomer at any time he or she desires, instantly changing from plant to human form, and having full capability of undertaking any action normally possible to the druid. Note that all clothing and gear worn/carried change with the druid. The material components of this spell are mistletoe and a twig from a tree.

Water Breathing (Alteration) Reversible

Level: 3
Range: Touch
Duration: 6 turns/level
Area of Effect: Creature touched

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: The recipient of a *water breathing* spell is able to freely breathe underwater for the duration of the spell, i.e. 6 turns for each level of experience of the druid casting the spell. The reverse, *air breathing*, allows water breathing creatures to comfortably survive in the atmosphere for an equal duration.

Fourth Level Spells:

Animal Summoning I (Conjuration/Summoning)

Level: 4
Range: 4"/level
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: By means of this spell, the druid calls up to eight animals of whatever sort the druid names when the summoning is made, if such type are within spell range. These animals can have no more than four hit dice each. The animals summoned will aid the druid by whatever means they possess, staying until a fight is over, a specific mission is finished, the druid is safe, he or she sends them away, etc. The druid may try three times to summon three different sorts of animals, i.e. suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the druid calls for wild horses which may or may not be within summoning range. Your referee will determine probabilities if the presence of a summoned animal type is not known. Other than various sorts of giant animals, fantastic animals or monsters cannot be summoned by this spell, i.e. no chimerae, dragons, gorgons, manticores, etc.

Call Woodland Beings (Conjuration/Summoning)

Level: 4
Range: 12" + 1"/level
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: Special
Saving Throw: Neg.

Explanation/Description: By means of this spell the druid is able to summon certain woodland creatures to his or her location. Naturally, this spell will only work outdoors, but not necessarily only in wooded areas. The druid begins the incantation, and the spell must be continued uninterrupted until some called creature appears or 2 turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spell caster.) Only 1 type of the following sorts of beings can be summoned by the spell, and they will come only if they are within the range of the call:

2-8 brownies	1-4 satyrs
1-4 centaurs	1-6 sprites
1-4 dryads	1 treant
1-8 pixies	1 unicorn

(Your referee will consult his outdoor map or base the probability of any such creature being within spell range upon the nature of the area the druid is in at the time of spell casting.)

The creature(s) called by the spell are entitled to a saving throw versus magic (at -4) to avoid the summons. Any woodland being answering the call will be favorably disposed to the spell caster and give whatever aid it is capable of. However, if the caller or members of the caller's party are of evil alignment, the creatures are entitled to another saving throw versus magic (this time at +4) when they come within 1" of the druid or other evil character with him or her, and these beings will seek immediately to escape if the saving throw is successful. In any event, if the druid requests that the summoned creatures engage in combat on behalf of the druid, they are required to make a loyalty reaction score based on the druid's charisma and whatever dealings he or she has had with the called creature(s). The material components of this spell are a pinecone and 8 holly berries.

DRUID SPELLS, 4TH LEVEL

Control Temperature, 10' Radius (Alteration)

Level: 4
Range: 0
Duration: 4 turns + 1 turn/level
Area of Effect: 20' diameter sphere

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: When this spell is cast by the druid, the temperature surrounding the druid can be altered by 9 degrees Fahrenheit per level of experience of the spell caster, either upwards or downwards. Thus, a 10th level druid could raise the surrounding temperature from 1 to 90 degrees, or lower it by from 1 to 90 degrees. The spell lasts for a number of turns equal to 4 plus the level of experience of the druid, i.e. when cast by a 10th level druid the spell persists for 14 turns.

Cure Serious Wounds (Necromantic) Reversible

Level: 4
Range: Touch
Duration: Permanent
Area of Effect: creature touched

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: This spell is the same as the 4th level cleric *cure serious wounds* spell (q.v.), with the exception of the fact that the spell requires the use of any sort of mistletoe.

Dispel Magic (Abjuration)

Level: 4
Range: 8"
Duration: Permanent
Area of Effect: 4" cube

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the 3rd level cleric *dispel magic* spell (q.v.).

Hallucinatory Forest (Illusion/Phantasm) Reversible

Level: 4
Range: 8"
Duration: Permanent
Area of Effect: 4" square/level

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: By casting this spell the druid causes the appearance of an *hallucinatory forest* to come into existence. The illusionary forest appears to be perfectly natural and is indistinguishable from a real forest. Other druids — as well as such creatures as centaurs, dryads, green dragons, nymphs, satyrs, and treants — will recognize the forest for what it is. All other creatures will believe it is there, and movement and order of march will be affected accordingly. The *hallucinatory forest* will remain until it is magically dispelled by a reverse of the spell or a *dispel magic*. The area shape is either rectangular or square, in general, at least 4" deep, and in whatever location the druid casting the spell desires. The forest can be of less than maximum area if the druid wishes. One of its edges will appear up to 8" away from the druid, according to the desire of the spell caster.

Hold Plant (Enchantment/Charm)

Level: 4
Range: 8"
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 6 segments
Saving Throw: Neg.

Explanation/Description: The *hold plant* spell affects vegetable matter as follows: 1) it causes ambulatory vegetation to cease moving; 2) it prevents vegetable matter from entwining, grasping, closing, or growing; 3) it prevents vegetable matter from making any sound or movement which is not caused by wind. The spell effects apply to all forms of vegetation, including parasitic and fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as green slime, molds of any sort, shambling mounds, shriekers, treants, etc. The duration of a *hold plant* spell is 1 melee round per level of experience of the druid casting the spell. It affects from 1 to 4 plants — or from 4 to 16 square yards of small ground growth such as grass or mold. If but one plant (or 4 square yards) is chosen as the target for the spell by the druid, the saving throw of the plant (or area of plant growth) is made at a -4 on the die; if two plants (or 8 square yards) are the target, saving throws are at -2; if three plants (or 12 square yards) are the target, saving throws are at -1; and if the maximum of 4 plants (or 16 square yards of area) are the target, saving throws are normal.

Plant Door (Alteration)

Level: 4
Range: Touch
Duration: 1 turn/level
Area of Effect: Special

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: The *plant door* spell opens a magical portal or passageway through trees, undergrowth, thickets, or any similar growth — even growth of a magical nature. The *plant door* is open only to the druid who cast the spell, druids of a higher level, or dryads. The door even enables the druid to enter into a solid tree trunk and remain hidden there until the spell ends. If the tree is cut down or burned, the druid must leave before the tree falls or is consumed, or else he or she is killed also. The duration of the spell is 1 turn per level of experience of the druid casting it. If the druid opts to stay within an oak, the spell lasts 9 times longer, if an ash tree it lasts 3 times as long. The path created by the spell is up to 4' wide, 8' high and 12'/level of experience of the druid long.

Produce Fire (Alteration) Reversible

Level: 4
Range: 4"
Duration: 1 round
Area of Effect: 12' square

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: By means of this spell the druid causes a common-type fire of up to 12' per side in area boundary. While it lasts but a single round, the fire produced by the spell will cause 1-4 hit points of damage on creatures within its area; and it will ignite combustible materials such as cloth, oil, paper, parchment, wood and the like so as to cause continued burning. The reverse, *quench fire* will extinguish any normal fire (coals, oil, tallow, wax, wood, etc.) within the area of effect.

Protection From Lightning (Abjuration)

Level: 4
Range: Touch
Duration: Special
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: This spell is exactly the same as the 3rd level *protection from fire* spell (q.v.) except that it applies to electrical/lightning attacks.

Repel Insects (Abjuration-Alteration)

Level: 4
Range: 0
Duration: 1 turn/level
Area of Effect: 10' radius of the spell caster

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When this spell is cast the druid creates an invisible barrier to all sorts of insects, and normal sorts will not approach within 10' of the druid while the spell is in effect, although any giant insects with 2 or more hit dice will do so if they make a saving throw versus magic, and even those which do so will sustain 1-6 hit points of damage from the passing of the magical barrier. Note that the spell does not in any way affect arachnids, myriapods, and similar creatures — it affects only true insects. The material components of the *repel insects* spell are mistletoe and one of the following: several crushed marigold flowers, a whole crushed leek, 7 crushed stinging nettle leaves or a small lump of resin from a camphor tree.

Speak With Plants (Alteration)

Level: 4
Range: 0
Duration: 2 rounds/level
Area of Effect: 8" diameter circle

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: Except as noted above, and that the material component is that typically druidic (mistletoe, et al.), the spell is the same as the 4th level cleric spell *speaking with plants*.

Fifth Level Spells:

Animal Growth (Alteration) Reversible

Level: 5
Range: 8"
Duration: 2 rounds/level
Area of Effect: Up to 8 animals in a 2" square area

Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: When this spell is cast, the druid causes all animals, up to a maximum of 8, within a 2" square area to grow to twice their normal size. The effects of this growth are doubled hit dice (with resultant improvement in attack potential) and doubled damage in combat. The spell lasts for 2 melee rounds for each level of experience of the druid casting the spell. Note that the spell is particularly useful in conjunction with a *charm person or animal* or a *speak with animals* spell. The reverse reduces animal size by one half, and likewise reduces hit dice, attack damage, etc.

Animal Summoning II (Conjuration/Summoning)

Level: 5
Range: 6"/level
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: This spell is the same in duration and effect as the 4th level *animal summoning I* spell, except that up to six animals of no more than eight hit dice each can be called, or 12 animals of no more than four hit dice each can be called.

Anti-Plant Shell (Abjuration)

Level: 5
Range: 0
Duration: 1 turn/level
Area of Effect: 16' diameter hemisphere

Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: The *anti-plant shell* spell creates an invisible barrier which keeps out all creatures or missiles of living vegetable material. Thus, the druid (and any creatures within the shell) is protected from attacking plants or vegetable creatures such as shambling mounds or treants. The spell lasts for one turn per level of experience of the druid.

Commune With Nature (Divination)

Level: 5
Range: 0
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell enables the druid to become one with nature in the area, thus being empowered with knowledge of the surrounding territory. For each level of experience of the druid, he or she may "know" one fact, i.e. the ground ahead, left or right, the plants ahead, left or right, the minerals ahead, left or right, the water courses/bodies of water ahead, left or right, the people dwelling ahead, left or right, etc. The spell is effective only in outdoors settings, and operates in a radius of one half mile for each level of experience of the druid casting the *commune with nature* spell.

Control Winds (Alteration)

Level: 5
Range: 0
Duration: 1 turn/level
Area of Effect: 4"/level radius hemisphere

Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: By means of a *control wind* spell the druid is able to alter wind force in the area of effect. For every level of his or her experience, the druid is able to increase or decrease wind force by 3 miles per hour. Winds in excess of 30 miles per hour drive small flying creatures (those eagle-sized and under) from the skies and severely inhibit missile discharge. Winds in excess of 45 miles per hour drive even man-sized flying creatures from the skies. Winds in excess of 60 miles per hour drive all flying creatures from the skies and uproot trees of small size, knock

down wooden structures, tear off roofs, etc. Winds in excess of 75 miles per hour are of hurricane force and cause devastation to all save the strongest stone constructions. A wind above 30 miles per hour makes sailing difficult, above 45 miles per hour causes minor ship damage, above 60 miles per hour endangers ships, and above 75 miles per hour sinks ships. There is an "eye" of 4" radius around the druid where the wind is calm. A higher level druid can use a *control winds* spell to counter the effects of a like spell cast by a lower level druid (cf. *control weather*). The spell remains in force for 1 turn for each level of experience of the druid casting it. Once the spell is cast, the wind force increases by 3 miles per hour per round until maximum speed is attained. When the spell is exhausted, the force of the wind diminishes at the same rate. Note that while the spell can be used in underground places, the "eye" will shrink in direct proportion to any confinement of the wind effect, i.e. if the area of effect is a 48" radius, and the confined space allows only a 46" radius, the "eye" will be a 2" radius; and any space under 44" radius will completely eliminate the "eye" and subject the spell caster to the effects of the wind.

Insect Plague (Conjuration/Summoning)

Level: 5
Range: 32"
Duration: 1 turn/level
Area of Effect: 32" diameter, 4" high cloud

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: Except as noted above, and other than the fact that the material component needed for the spell is mistletoe or the holly or oak leaves substitute, the spell is the same as the 5th level cleric *insect plague* spell (q.v.).

Moonbeam (Evocation - Alteration)

Level: 5
Range: 1"/level
Duration: 1 round/level
Area of Effect: 1" diameter sphere (plus special)

Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: By means of this spell the druid is able to cause a beam of soft, pale light to strike downward from overhead and illuminate whatever area he or she is pointing at. The light is exactly the same as moonlight, so that colors other than shades of black, gray, or white will not be determinable. The spell caster can easily cause the *moonbeam* to move to any area that he or she can see and point to. This makes the spell an effective way to spotlight something, for example an opponent. While the *moonbeam* allows shadows, a creature centered in a *moonbeam* spell is most certainly under observation. The reflected light from this spell allows dim visual perception 1" beyond the area of effect. The light does not adversely affect infravision, and enhances ultravision to its greatest potential. The material components are several seeds of any moonseed plant and a piece of opalescent feldspar (moonstone).

Pass Plant (Alteration)

Level: 5
Range: Touch
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: By using this spell, a druid is able to enter a tree and move from inside it to another of the same type which lies in approximately the direction desired by the spell user and is within the range shown below:

Type of Tree	Range of Area of Effect
Oak	60"
Ash	54"
Yew	48"
Elm	42"
Linden	36"
deciduous	30"
coniferous	24"
other	18"

DRUID SPELLS, 5TH LEVEL

The tree entered and that receiving the druid must be of the same type, living, and of girth at least equal to the druid. Note that if the druid enters a tree, suppose an ash, and wishes to pass north as far as possible (54''), but the only appropriate ash in range is south, the druid will pass to the ash in the south. The *pass plant* spell functions so that the movement takes only one segment (6 seconds) of a round. The druid may, at his or her option, remain within the receiving tree for a maximum of 1 round per level of experience. Otherwise, he or she may step forth immediately. Should no like tree be in range, the druid simply remains within the tree, does not pass elsewhere, and must step forth in the applicable number of rounds. (See *plant door* for effects of chopping or burning such a tree.)

Spike Stones (Alteration/Enhancement)

Level: 5
Range: 3''
Duration: 3-12 turns + 1/level
Area of Effect: 1'' square per level, 1 spike per 1' sq.
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: This spell is the same as the 5th-level clerical spell of the same name.

Sticks to Snakes (Alteration) Reversible

Level: 5
Range: 4''
Duration: 2 rounds/level
Area of Effect: 1'' cube
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: Except as noted above, and for the fact that the material component of the spell is typical for druids, this is the same as the 4th level cleric *sticks to snakes* spell (q.v.).

Transmute Rock to Mud (Alteration) Reversible

Level: 5
Range: 16''
Duration: Special
Area of Effect: 2'' cube/level
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: This spell turns natural rock of any sort into an equal volume of mud. The depth of the mud can never exceed one-half its length and/or breadth. If it is cast upon a rock, for example, the rock affected will collapse into mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud will sink and suffocate, save for lightweight creatures which could normally pass across such ground. The mud will remain until a *dispel magic* spell or a reverse of this spell, *mud to rock*, restores its substance — but not necessarily its form. Evaporation will turn the mud to normal dirt, from 1 to 6 days per cubic 1'' being required. The exact time depends on exposure to sun, wind and normal drainage. The *mud to rock* reverse will harden normal mud into soft stone (sandstone or similar mineral) permanently unless magically changed.

Wall of Fire (Evocation)

Level: 5
Range: 8''
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: The *wall of fire* spell brings forth a blazing curtain of magical fire of shimmering color — yellow-green or amber in case of druidical magic. The *wall of fire* inflicts 4 to 16 hit points of damage, plus 1 hit point of damage per level of the spell caster, upon any creature passing through it. Creatures within 1'' of the wall take 2-8 hit points of damage, those within 2'' take 1-4 hit points of damage. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Only the side of the wall away from the spell caster will inflict damage. The opaque *wall of fire* lasts for as long as the druid concentrates on maintaining it, or 1 round per level of experience of the druid in the event he or she does not wish to concentrate upon it. The spell creates a sheet of flame up to 2'' square per level of the spell caster, or as a ring with a radius of up to ½'' per level of experience from the druid to its flames, and a height of 2''. The former is stationary, while the latter moves as the druid moves.

Sixth Level Spells:

Animal Summoning III (Conjuration/Summoning)

Level: 6
Range: 8''/level
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: This spell is the same in duration and effect as the 4th level *animal summoning I* spell except that up to 4 animals of no more than 16 hit dice each can be summoned, or eight of no more than 8 hit dice, or 16 creatures of no more than 4 hit dice each can be summoned.

Anti-Animal Shell (Abjuration)

Level: 6
Range: 0
Duration: 1 turn/level
Area of Effect: 20' diameter hemisphere
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By casting this spell the druid brings into being a hemispherical force field which prevents the entrance of any sort of animal matter of normal (not magical) nature. Thus, a giant would be kept out, but undead could pass through the shell of force, as could such monsters as aerial servants, demons, devils, etc. The *anti-animal shell* lasts for 1 turn for each level of experience the druid has attained.

Conjure Fire Elemental (Conjuration/Summoning) Reversible

Level: 6
Range: 8''
Duration: 1 turn/level
Area of Effect: Special
Components: V, S, M
Casting Time: 6 rounds
Saving Throw: None

Explanation/Description: Upon casting a *conjure fire elemental* spell, the druid opens a special gate to the Elemental Plane of Fire, and a strong fire elemental (see **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**) is summoned to the vicinity of the spell caster. It is 85% likely that a 16 die elemental will appear, 9% likely that 2 to 4 *salamanders* (q.v.) will come, a 4% chance exists that an *efreeti* (q.v.) will come, and a 2% chance exists that a huge fire elemental of 21 to 24 hit dice (d4 + 20) will appear. Because of the relationship of druids to natural and elemental forces, the conjuring druid need not fear that the elemental force summoned will turn on him or her, so concentration upon the activities of the fire elemental (or other creatures summoned) or the protection of a magic circle is not necessary. The elemental summoned will help the druid however possible, including attacking opponents of the druid. The fire elemental or other creature summoned remains for a maximum of 1 turn per level of the druid casting the spell — or until it is sent back by attack, a *dispel magic* spell or the reverse of the spell (*dismiss fire elemental*). Only a druid can dismiss summoned salamanders, efreeti, or ultra-powerful elementals.

Cure Critical Wounds (Necromantic) Reversible

Level: 6
Range: Touch
Duration: Permanent
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: This spell is the same as the 5th level cleric *cure critical wounds* spell (q.v.), with the exception of the fact that the spell requires the use of any sort of mistletoe.

Feeblemind (Enchantment/Charm)

Level: 6
Range: 16"
Duration: Permanent
Area of Effect: One creature

Components: V, S
Casting Time: 8 segments
Saving Throw: Neg.

Explanation/Description: A spell which is solely for employment against those persons or creatures who use magic spells, *feeblemind* causes the victim's brain to become that of a moronic child. The victim remains in this state until a *heal*, *restoration* or *wish* spell is used to do away with the effects. The spell is of such a nature that the probability of it affecting the target creature is generally enhanced, i.e. saving throws are lowered.

Type of Spells Used by Target Creature	Saving Throw Adjustment
Cleric	+1
Druid	-1
Magic-user (human)	-4
Illusionist	-5
Combination or non-human	-2

Note that the spell has no material component.

Fire Seeds (Conjuration)

Level: 6
Range: 4"
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round/seed
Saving Throw: ½

Explanation/Description: The spell of *fire seeds* creates special missiles or timed incendiaries which burn with great heat. The druid may hurl these seeds up to 4" or place them to ignite upon a command word. Acorns become *fire seed* missiles, while holly berries are used as the timed incendiaries. The spell creates up to four acorn *fire seeds* or eight holly berry *fire seeds*. The acorns burst upon striking their target, causing 2 to 16 hit points (2d8) of damage and igniting any combustible materials within a 1" diameter of the point of impact. Although the holly berries are too light to make effective missiles, they can be placed, or tossed up to 6' away, to burst into flame upon a word of command. The berries ignite causing 1 to 8 hit points (d8) of damage to any creature in a ½" diameter burst area, and their fire ignites combustibles in the burst area. The command range for holly berry *fire seeds* is 4". All *fire seeds* lose their power after the expiration of 1 turn per level of experience of the druid casting the spell, i.e. a 13th level druid has *fire seeds* which will remain potent for a maximum of 13 turns after their creation. Targets of acorn *fire seeds* must be struck by the missile. If a saving throw is made, creatures within the burst area take only one-half damage, but creatures struck directly always take full damage. Note that no mistletoe or other material components beyond acorns or holly berries are needed for this spell.

Liveoak (Enchantment)

Level: 6
Range: Touch
Duration: 1 day/level
Area of Effect: One oak tree

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell enables the druid to select a healthy oak tree and cast a *dweomer* upon it so as to cause it to serve as a protector. The spell can be cast on but a single tree at a time, and while a *liveoak* cast by a particular druid is in effect, he or she cannot cast another such spell. The tree upon which the *dweomer* is cast must be within 10 feet of the druid's dwelling place, within a place sacred to the druid, or within 10' of something which the druid wishes to guard or protect. The *liveoak* spell can be cast upon a healthy tree of small, medium, or large size according to desire and availability. A "triggering" phrase of up to a maximum of one word per level of the spell caster is then placed upon the *dweomered* oak; for instance, "Attack any persons who come near without first saying 'sacred mistletoe'" is an 11-word trigger phrase that could be

used by a druid of 11th or higher level casting the spell. The *liveoak* triggers the tree into becoming a treant of appropriate size and attack capability, matching the specifications of the Monster Manual description, but with only a 3" movement rate. An oak enchanted by this spell will radiate a magic aura, and can be returned to normal by a successful casting of *dispel magic* or upon the desire of the druid who enchanted it. The druid needs mistletoe to cast this spell.

Transmute Water To Dust (Alteration) Reversible

Level: 6
Range: 6"
Duration: Permanent
Area of Effect: 1 cubic "/level

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None (& special)

Explanation/Description: When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect will be expanded to double normal, while if wet mud is concerned the area of effect will be quadrupled. If water remains in contact with the transmuted dust, the former will quickly permeate the latter, turning the dust into silty mud if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly.

Only liquid actually existing in the area of effect at the moment of spell casting is affected. Liquids which are only partially water will be affected insofar as the actual water is concerned, except that potions which contain water as a component part will be rendered useless. Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures receive a saving throw versus spell to escape the effect, and only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect. The reverse of the spell is simply a very high-powered *create water* spell which requires a pinch of normal dust as an additional material component. For either usage of the spell, other components required are diamond dust of at least 500 gp value, a bit of seashell, and the druid's mistletoe.



Transport Via Plants (Alteration)

Level: 6
Range: Touch
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: By means of this spell, the druid is able to enter any large plant and pass any distance to a plant of the same species in a single round regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the druid, but it also must be alive. If the druid is uncertain of the destination plant, he or she need merely determine direction and distance, and the *transport via plant* spell will move him or her as near as possible to the desired location. There is a basic 20% chance, reduced 1% per level of experience of the druid, that the transport will deliver the druid to an allied species of plant from 1 to 100 miles removed from the desired destination plant. If a particular destination plant is desired, but the plant is not living, the spell fails and the druid must come forth from the entrance plant within 24 hours. Harm to a plant housing a druid can affect the druid (cf. *plant door*).

DRUID SPELLS, 6TH LEVEL

Turn Wood (Alteration)

Level: 6
Range: 0
Duration: 4 rounds/level
Area of Effect: 12'' wide path, 2'' long/level

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: When this spell is cast, waves of force roll forth from the druid, moving in the direction he or she faces, and causing all wooden objects in the path of the spell to be pushed away from the druid to the limit of the area of effect. Wooden objects above three inches diameter which are fixed firmly will not be affected, but loose objects (movable mantlets, siege towers, etc.) will move back. Objects under 3 inches diameter which are fixed will splinter and break and the pieces will move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts will be pushed back, dragging those carrying them with them; and if a spear is planted in order to prevent this forced movement, it will splinter. The *turn wood* spell lasts for 4 rounds per level of experience of the druid casting it, and the waves of force will continue to sweep down the set path for this period. The wooden objects in the area of effect are pushed back at a rate of 4'' per melee round. The length of the path is 2'' per level of the druid, i.e. a 14th level druid casts a *turn wood* spell with an area of effect 12'' wide by 28'' long, and the spell would last for 56 rounds (5.6 turns). As usual, the above assumes the druid is using greater mistletoe when casting the spell. Note that after casting the spell the path is set, and the druid may then do other things or go elsewhere without affecting the spell's power.

Wall of Thorns (Conjuration/Summoning)

Level: 6
Range: 8''
Duration: 1 turn/level
Area of Effect: 10'' cube/level

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: The *wall of thorns* spell creates a barrier of very tough, pliable green tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or merely impacting upon) the *wall of thorns* takes 8 hit points of damage plus an additional amount of hit points equal to the creature's armor class, i.e. 10 or fewer additional hit points of damage, with negative armor classes subtracting from the base 8 hit points of damage. Any creature within the area of effect of the spell when it is cast is considered to have impacted on the *wall of thorns* and in addition must break through to gain movement space. The damage is based on each 1'' thickness of the barrier. If the *wall of thorns* is chopped at, it will take at least 4 turns to cut a path through a 1'' thickness. Normal fire will not harm the barrier, but magical fires will burn away the barrier in 2 turns with the effect of creating a wall of fire while doing so. (See *wall of fire* spell.) The nearest edge of the *wall of thorns* appears up to 8'' distant from the druid, as he or she desires. The spell lasts for 1 turn for each level of experience of the druid casting it, and covers an area of ten cubic inches per level of the caster in whatever form the caster desires. Thus a 14th level druid could create a *wall of thorns* 7'' long by 2'' high (or deep) by 1'' deep (or high), a 1'' high by 1'' wide by 14'' long wall to block a dungeon passage, or any other sort of shape that suited his or her needs.

Weather Summoning (Conjuration/Summoning)

Level: 6
Range: 0
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: The druidic *weather summoning* spell is similar to the *control weather* spell (q.v.) of clerical nature. By casting the spell, the druid calls forth weather commensurate with the climate and season of the area he or she is in at the time. Thus, in spring a tornado, thunderstorm, cold, sleet storm, or hot weather could be summoned. In summer a torrential rain, heat wave, hail storm, etc. can be called for. In autumn, hot or cold weather, fog, sleet, etc. could be summoned. Winter allows great cold, blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned near coastal regions in the late winter or early spring. The summoned weather is not under the control of the druid. It might last but a single turn in the case of a tornado, or for hours or even days in other cases. The area of effect likewise varies from about 1 square mile to 100 or more square miles. Note that several druids can act in concert to greatly affect weather, controlling winds and/or working jointly to summon very extreme weather conditions. Within 4 turns after the spell is cast, the trend

of the weather to come will be apparent, i.e., clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc. Summoned weather will arrive 6 to 17 turns (d12 + 5) after the spell is cast. Anything less than greater mistletoe as the material component will sharply curtail the weather extremes desired.

Seventh Level Spells:

Animate Rock (Alteration)

Level: 7
Range: 4''
Duration: 1 round/level
Area of Effect: 2 cubic feet/level

Components: V, S, M
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: By employing an *animate rock* spell, the druid causes a lithic object of a size up to that indicated to move. (See *animate object*, the Sixth Level cleric spell.) The animated stone object must be separate, i.e. not a piece of a huge boulder or the like. It will follow the desire of the druid casting the spell — attacking, breaking objects, blocking — while the magic lasts. It has no intelligence nor volition of its own, but it follows instructions exactly as spoken. Note that only one set of instructions for one single action (the whole being simply worded and very brief — 12 words or so), can be given to the rock animated. The rock remains animated for 1 melee round per level of experience of the spell caster, and the volume of rock which can be animated is also based on the experience level of the druid — 2 cubic feet of stone per level, i.e. 24 cubic feet at the 12th level.

Changestaff (Evocation - Enchantment)

Level: 7
Range: Touch
Duration: Special
Area of Effect: The druid's staff

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: By means of this spell, the druid is able to change his or her staff from a pole of dead wood into a treant of largest size. In order to cast the *dweomer*, the druid must first have located a tree struck by lightning within the past 24 hours (1%-5% chance for any given tree, depending on the severity of the storm). He or she must then select a sound limb, remove it from the tree, and prepare a specially cured section. This section must be shaped and carved so as to be ready to accept the magic which the druid will then place upon it. The staff must be of ash, oak, or yew wood. Curing by sun drying and special smoke requires 28 days. Shaping, carving, smoothing, and polishing require another 28 days. The druid cannot adventure or engage in other strenuous activity during either of these periods. The finished staff, engraved with scenes of woodland life, is then rubbed with the juice of holly berries, and the end of it is thrust into the earth of the druid's grove while he or she then *speaks with plants*, calling upon the staff to assist in time of need. The item is then charged with a *dweomer* which will last for many changes from staff to treant and back again.

While the staff/treant will initially be of largest size and greatest number of hit points, each 8 points of damage it accumulates actually reduces it by 1 hit die. The staff begins at 12 hit dice and 96 hit points, goes to 11 and 88, 10 and 80, 9 and 72, etc. As it loses hit dice, it becomes smaller in size, thus losing attack power as well. If and when the staff/treant is brought below 7 hit dice, the thing crumbles to sawdust-like powder and is lost. The staff cannot ever be brought upwards in hit dice or hit points, except by a *wish* (which restores it completely). Of course, a new staff can always be sought out, seasoned, and so forth, to begin the process anew.

When the druid plants the end of the staff in the ground and speaks a special command prayer and invocation, the staff turns into a treant. It can and will defend the druid, or obey him or her in any way. However, it is by no means a true treant, and it cannot converse with actual treants. The transformation lasts for as many turns as the druid has levels of experience, until the druid commands the thing to return to its true form, or until the thing is destroyed, whichever first occurs. In order to cast a *changestaff* spell, the druid must have either mistletoe or leaves (ash, oak, or yew) of the same sort as the staff.

Chariot Of Sustarre (Evocation)

Level: 7
Range: 1"
Duration: 6 turns + 1 turn/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When this spell is cast by a druid, it brings forth a large flaming chariot pulled by two fiery horses which appear in a clap of thunder amidst cloud-like smoke. This vehicle moves at 24" on the ground, 48" flying, and it can carry the druid and up to 8 other man-sized creatures whom he or she first touches so as to enable these creatures to be able to ride aboard this burning transport. Creatures other than the druid and his or her designated passengers will sustain damage equal to that of a wall of fire spell if they are within 5' of the horses or chariot, voluntarily or involuntarily. The druid controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, turning left or right as he or she desires. Note that the Chariot of Sustarre is a physical manifestation, and can sustain damage. The vehicle and steeds are struck only by magical weapons or by water (one quart of which will cause 1 hit point of damage), they are armor class 2, and each requires 30 hit points of damage to dispel. Naturally, fire has absolutely no effect upon either the vehicle or its steeds, but magical fires will affect the riders if they are exposed to them (other than those of the chariot itself). In addition to mistletoe, the druid casting this spell must have a small piece of wood, 2 holly berries, and a fire source at least equal to a torch.

Confusion (Enchantment/Charm)

Level: 7
Range: 8"
Duration: 1 round/level
Area of Effect: Up to 4" by 4"

Components: V, S, M
Casting Time: 9 segments
Saving Throw: Special

Explanation/Description: This spell causes confusion in one or more creatures within spell range. Confused creatures will react as follows:

Die Roll	Action
01-10	Wander away for 1 turn
11-60	Stand confused for 1 round
61-80	Attack nearest creature for 1 round
81-00	Attack druid or his party for 1 round

The spell lasts for 1 melee round for each level of experience of the spell caster. It will affect 2 to 8 creatures, plus a possible additional number of creatures determined by subtracting the level or number of hit dice of the strongest opponent creature within the spell range and area of effect from the level of the druid who cast the spell of confusion. If a positive number results, it is added to the random die roll result for number of creatures affected; a negative number is ignored. All creatures affected will be those closest to the druid within the area of effect. Each affected creature must make a saving throw each round, unless they are caused to "wander away for 1 turn" in which case they will go as far away from the druid as is possible in one turn of normal movement, as conditions permit. All saving throws are at -2. Confused creatures act according to the table of actions shown above, but saving throws and actions are checked at the beginning of each round.

Conjure Earth Elemental (Conjuration/Summoning) Reversible

Level: 7
Range: 4"
Duration: 1 turn/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When a druid casts a conjure earth elemental spell, he or she summons an earth elemental of 16 hit dice to do the druid's bidding. Furthermore, the druid need but command it, and then do as he or she desires, for the elemental does not regard the druid who conjured it with enmity. The elemental remains until destroyed, dispelled, or sent away by dismissal (cf. conjure fire elemental).

Control Weather (Alteration)

Level: 7
Range: 0
Duration: 8-96 hours
Area of Effect: 4-32 square miles

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: The druidic control weather spell is more powerful than the clerical spell of the same name (q.v.). The spell caster is able to change weather by two places from the prevailing conditions if greater mistletoe is used. It otherwise is the same as the 7th level cleric control weather spell.

Creeping Doom (Conjuration/Summoning)

Level: 7
Range: 0
Duration: 4 rounds/level
Area of Effect: Special

Components: V, S, M
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: When the druid utters the spell of creeping doom, he or she calls forth a mass of from 500 to 1000 (d6 + 4) venomous, biting and stinging arachnids, insects and myriapods. This carpet-like mass will swarm in an area of 2" square, and upon command from the druid will creep forth at 1" per round towards any prey within 8", moving in the direction in which the druid commanded. The creeping doom will slay any creature subject to normal attacks, each of the small horrors inflicting 1 hit point of damage (each then dies after their attack), so that up to 1,000 hit points of damage can be inflicted on creatures within the path of the creeping doom. If the creeping doom goes beyond 8" of the summoner, it loses 50 of its number for each 1" beyond 8", i.e. at 10" its number has shrunk by 100. There are a number of ways to thwart or destroy the creatures forming the swarm, all of which methods should be obvious.

Finger Of Death (Enchantment/Charm)

Level: 7
Range: 6"
Duration: Permanent
Area of Effect: One creature

Components: V, S, M
Casting Time: 5 segments
Saving Throw: Neg.

Explanation/Description: The finger of death spell causes the victim's heart to stop. The druid utters the incantation, points his or her index finger at the creature to be slain, and unless the victim succeeds in making the appropriate saving throw, death occurs. A successful saving throw negates the spell.

Fire Storm (Evocation) Reversible

Level: 7
Range: 16"
Duration: 1 round
Area of Effect: 2" cube/level, minimum 16 cubic "

Components: V, S, M
Casting Time: 9 segments
Saving Throw: 1/2

Explanation/Description: When a fire storm spell is cast by a druid, a whole area is shot through with sheets of roaring flame which are equal to a wall of fire (q.v.) in effect. Creatures within the area of fire and 1" or less from the edge of the affected area receive 2 to 16 hit points of damage plus additional hit points equal to the number of levels of experience of the druid unless they make a saving throw, in which case they take only one-half damage. The area of effect is equal to 2 cubic " per level of the druid, i.e. a 13th level druid can cast a fire storm which measures 13" by 2" by 1". The height of the storm is 1" or 2"; the balance of its area must be in length and width. The reverse spell, fire quench, smothers double the area of effect of a fire storm with respect to normal fires, and with respect to magical fires it has a 5% chance per level of the caster of extinguishing a magical fire (such as a fire storm) of proportions up to the normal area of effect of the non-reversed spell.

DRUID SPELLS, 7TH LEVEL

Reincarnate (Necromantic)

Level: 7
Range: Touch
Duration: Permanent
Area of Effect: Person touched

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: Druids have the capability of bringing back the dead in another body if death occurred no more than a week before the casting of the spell. The person reincarnated will recall the majority of his or her former life and form, but the class they have, if any, in their new incarnation might be different indeed. Abilities and speech are likewise often changed. The table below gives the reincarnation possibilities of this spell:

Die Roll	Incarnation
01-03	badger
04-08	bear, black
09-12	bear, brown
13-16	boar, wild
17-19	centaur
20-23	dryad
24-28	eagle
29-31	elf
32-34	faun
35-36	fox
37-40	gnome
41-44	hawk
45-58	human
59-61	lynx
62-64	owl
65-68	pixie
69-70	raccoon
71-75	stag
76-80	wolf
81-85	wolverine
86-00	use magic-user reincarnation table

Any sort of player character can be reincarnated. If an elf, gnome or human is indicated, the character must be created. When the corpse is touched, the new incarnation will appear in the area within 1 to 6 turns. (Cf. sixth level magic-user spell *reincarnation*.)

Sunray (Evocation - Alteration)

Level: 7
Range: 1"/level
Duration: 1 round
Area of Effect: 1" diameter sphere (plus special)

Components: V, S, M
Casting Time: 3 segments
Saving Throw: Special

Explanation/Description: When a *sunray* spell is cast, the druid evokes a burning beam of light which is similar to a ray of actual sunlight in all important aspects. It inflicts blindness for 1-3 rounds upon all creatures within its area of effect unless a successful saving throw versus spell is made. Creatures using ultravision at the time may be blinded for 2-8 rounds, while those to whom sunlight is harmful or unnatural will suffer permanent blindness unless the save is made, in which case the blindness lasts for 2-12 rounds. Those within its area of effect, as well as creatures within 2" of its perimeter, will have no infravision capabilities for 2-5 rounds.

Undead (including vampires) caught within its main area of effect must save versus spell, taking 8-48 points of damage or half damage if a save is made. Those within the secondary area of effect (up to 2" from the perimeter) take 3-18 points of damage or no damage if save is made. The ultraviolet light generated by the spell will inflict damage on fungoid creatures and subterranean fungi just as if they were undead, but no saving throw is possible. The material components are an aster seed and a piece of aventurine feldspar (sunstone).



Transmute Metal To Wood (Alteration)

Level: 7
Range: 8"
Duration: Permanent
Area of Effect: One metal object

Components: V, S, M
Casting Time: 9 segments
Saving Throw: Special

Explanation/Description: The *transmute metal to wood* spell allows the druid casting it to change an object from metal to wood. The volume of metal is equal to a maximum weight of 80 gold pieces per level of experience. Magical objects of metal are only 10% likely to be affected by the spell. Note that even a *dispel magic* spell will not reverse the spell effects. Thus, a metal door changed to wood would be forevermore a wooden door.

MAGIC-USER SPELLS

Notes Regarding Magic-User Spells:

Magic-users employ a greater variety of material components than do other character classes employing spells, i.e. clerics and druids. Some of the required components will be difficult to find and/or expensive, but alternative spells can always be chosen.

The relatively short casting time for those spells with a material component assumes that the magic-user has decided upon which spell he or she will employ, and the material or materials needed are at hand in the numerous pockets and folds of the magic-user's garb. If this is not the case, there will be a delay commensurate to the situation. It has been recommended to the referee that actual time relate to the game time in such situations if at all possible. If it takes 6 seconds to decide on which spell to cast, 1 segment of the round is gone. Having to search through a pack to locate some component is as good as wasting 5 segments — 30 seconds.

Substitute materials might be allowed. This is up to your Dungeon Master. It should be noted that such substitution could affect spell range, duration, area of effect, effect, etc.

In general, reversible or multiple application spells require the magic-user to determine which form he or she is memorizing prior to the adventure. Consult your referee in this regard.

CANTRIPS

Cantrips are the magic spells learned and used by apprentice magic-users and illusionists during their long, rigorous, and tedious training for the craft of magic-use. An aspiring magic-user or illusionist may use 1 cantrip per day as a 0-level *neophyte* (-2000 x.p. to -1001 x.p.), 2 cantrips per day as a 0-level *initiate* (-1000 to -501), and 3 cantrips per day as a 0-level *apprentice* (-500 to -1). Cantrips must be memorized just as higher-level spells are.

Most cantrips are simple little spells of no great effect, so when the individual becomes a 1st-level magic-user, the knowledge and information pertaining to these small magics are discarded in favor of the more powerful spells then available. However, a magic-user may opt to retain up to four cantrips in place of one 1st-level spell. This assumes that the magic-user has, in fact, retained his or her book of cantrips — a tome as large as a good-sized book of higher-level spells.

All cantrips are 0 level, have a 1" range, have a generally small area of effect, require only soft, simple verbal and somatic components, and are cast in a very short time (1/10 to 1/2 segment). Only those which involve living creatures afford any saving throw. Individuals in a state of extreme concentration (such as when casting a spell) do not have that concentration broken by *person-affecting* cantrips. The effects of cantrips, and the people and items affected by them, radiate a very faint magical aura.

The Casting of Cantrips:

Cantrips are basically cast the same way that spells are cast. Note that despite their simple components and short casting times, only *two* cantrips can be cast during any round by a single magic-user or apprentice. Furthermore, the segment of the round in which the cantrip is cast is dependent on the usual factors: surprise, initiative, and so on. After the first of the two cantrips is cast, the magic-user must roll a four-sided die to determine how many segments later he or she will be able to cast the second cantrip (if so desired). It is not possible for a magic-user to cast both a spell and a cantrip during the same round, no matter how short the casting times are. Cantrips are grouped according to general effect or purpose into six categories — *useful*, *reversed*, *legerdemain*, *person-affecting*, *personal*, and *haunting-sound* — plus a seventh available only to illusionists, *minor illusion* cantrips. Any magic-user or illusionist has the potential to know cantrips in all of the categories.

Useful Cantrips:**Chill (Evocation)**Area of Effect: *1' cube*Casting Time: *1/2 segment*

A cantrip of this nature allows the caster to cause non-living liquid or solid material to become about 40° F. cooler than it was, subject to a minimum temperature of freezing. The chilling effect lasts for but an instant, after which the subject warms slowly back to normal temperature. Verbal component is a soft whistling, somatic is a downward-thrust thumb.

Clean (Abjuration)Area of Effect: *4 sq. yds.*Casting Time: *1/2 segment*

This cantrip enables the caster to remove heavy soil, dirt, and like foreign objects from floors, walls, dishes, windows, etc. The subject surfaces are then spotless, but care must be taken in removal of pigments and the like, so usually only one type of material will be treated in a single application. Verbal component is a low outburst of air, somatic is a circular hand motion.

Color (Evocation)Area of Effect: *1 cubic yd.*Casting Time: *1/2 segment*

By use of this cantrip, the caster brings color to an object. It can be used to restore faded hues or to tinge those already colored with a different hue. Thus, dull or faded fabric can be brightened, pigments restored, or even hair or skin changed to another color. The effect must be renewed every 30 days. Verbal component is a humming, somatic is a back-and-forth or wringing hand motion.

Dampen (Evocation)Area of Effect: *1 cubic yd.*Casting Time: *1/2 segment*

When a cantrip of this sort is cast, the subject area is permeated by a fog-like dampness which leaves all material within it damp to the touch. It is useful for many sorts of things. It is hard on parchment, and it similarly makes it and like substances hard to set aflame. Those within the area of effect of the *dampen* cantrip will be enwrapped in a light fog, and objects in this fog, while still visible, will lose their detail. Verbal component is a low hooting or a hummed ditty, somatic is a hand gesture upwards with writhing fingers.

Dry (Abjuration)Area of Effect: *1 cubic yd.*Casting Time: *1/2 segment*

This cantrip removes dampness and excess moisture from materials within the area of effect. It is useful for cloth, herbs, and cleaning chores. Verbal component is similar to that of the *dampen* cantrip, and the somatic is a two-handed wringing motion.

Dust (Abjuration)Area of Effect: *10' radius*Casting Time: *1/2 segment*

A cantrip of this sort removes all fine dust and tiny grit particles from exposed surfaces such as floors, shelves, walls, etc. The material so removed is transported elsewhere, but new dust can accumulate, of course. Verbal component is a continuous in-drawing of breath, somatic is a back-and-forth hand motion.

Exterminate (Abjuration)Area of Effect: *1 small creature*Casting Time: *1/10 segment*

When this cantrip is used, the caster may kill a small pest such as a fly, mouse, rat, beetle, or the like. It is useful for indoor and outdoor applications. If the subject is very small, an area of up to 1/2 cubic foot can be rid of pests. This cantrip is effective against magical creations and normal-sized creatures magically shrunk to insect-size, but has no effect on polymorphed creatures and similarly enchanted beings. The somatic gesture is a pointed finger, while the caster verbalizes a low *zzzt* sound.

Flavor (Enchantment)Area of Effect: *One object*Casting Time: *1/2 segment*

This cantrip enables the caster to give the subject a superior or better or different flavor. Thus, mush can be made to taste as if it were lobster bisque, but the *dweomer* will not actually affect quality or wholesomeness. Spoiled food remains spoiled; a poisoned drink would still be deadly (though any tell-tale taste of the poison may be masked in this fashion). The verbal component is a muttered lip-smacking sound; the somatic gesture is a shaking motion.

Freshen (Enchantment)Area of Effect: *One object*Casting Time: *1/2 segment*

By means of this cantrip, the caster brings new life or freshness to the object desired. The magic applies to food and drink items such as milk, beer, meat, and raw vegetables. It also works with cut vegetables, flowers, herbs, etc. Although it will remove a slight taint of spoilage, restore drooping flowers, and so on, it is not as effective as a *purify food & drink* spell, and it lasts for but an hour. The subject must be of relatively small size, i.e. a small cask of liquid, a sheep, a bushel of vegetables, etc. If used on a creature that is harmed by magics such as *purify food & drink*, the cantrip inflicts 1-4 points of damage. The verbal component is an *mmmmmm* sound, while the hand makes a mystic symbol with thumb and forefinger forming a circle and the other fingers upright and apart.

Gather (Alteration)

Area of Effect: 1 sq. yd. Casting Time: 1/6 segment

This cantrip enables the caster to neatly gather numerous small objects into a stack or pile. For instance, if nails, nuts, coins, papers, or like objects were spilled, the magic would bring them together. It can be used selectively, for instance to separate one type of material from another, but only the selected type would be gathered neatly. The caster verbalizes the type of material to be gathered while making a gathering motion.

Polish (Alteration)

Area of Effect: One object Casting Time: 1/2 segment

When this cantrip is used, the caster magically smooths and brings a luster to materials such as wood, metal, stone, leather, or ceramic. Naturally, the desired object must be relatively clean in order for the cantrip to be effective. The object affected must be of reasonable size — a floor of up to 1,000 square feet, an armoire, etc. It works better on smaller objects, of course, such as boots, mirrors, crystal containers, etc. The caster hums a ditty while making a buffing motion.

Salt (Evocation)

Area of Effect: One object Casting Time: 1/6 segment

This cantrip causes a sprinkling of fine salt to magically appear and descend upon the desired object — a stew, some troublesome weed patch, or a barrel full of stock fish to be preserved. The object must be of a reasonable size — up to perhaps 4 square yards in area or about 30 gallons liquid volume. Care must be taken to avoid over-salting if the object involved is smaller, and if the object is larger, it will not receive much salt. Creatures adversely affected by salt (such as a giant slug) take 1-4 points of damage from this cantrip. The verbal component is a labial smacking, performed while the hand makes a sprinkling motion.

Shine (Alteration)

Area of Effect: One object Casting Time: 1/2 segment

Similar to the *polish* cantrip, this magic allows the caster to remove tarnish, rust, corrosion, and similar substances from the desired object. This cantrip brings about a mirror-bright shine to objects capable of such, causing their surfaces to be smooth and unmarred. A piece of jewelry, for instance, would be made more attractive, and the gems (only) of such a piece might be actually made more valuable: If base value of the gem(s) in a piece of jewelry was originally decreased, and a *shine* cantrip is used upon the object, then the owner may (if desired) find out whether the value of the gem(s) has been changed. (The DM should roll again on the "Increase or Decrease of Worth Beyond Base Value" table on page 26 of the DMG, with a -1 modifier to the die roll.) No gem can be "re-valued" in this manner more than once.

A single object up to about 1 cubic yard in volume can be treated by this cantrip. Its components are similar to those of *polish*.

Spice (Evocation)

Area of Effect: One object Casting Time: 1/2 segment

Unlike the *flavor* cantrip, this magic actually brings a particular spice to the object of food or drink. Thus, ginger, pepper, and like spices can be brought to add zest (or disguise). Herbs such as bay leaf, garlic, parsley, and so forth can likewise be evoked by this cantrip. The quantity is sufficient to spice food or drink for about a dozen people. The spice (or herb) appears over the object vessel as a fine powder or flake, falls upon it, and adds its substance to the dish or drink. A ditty is hummed for the verbal component, while the hand makes a crumbling and sprinkling motion.

Sprout (Alteration)

Area of Effect: 1 cubic yd. Casting Time: 1/2 segment

By means of this cantrip, the caster causes acceleration in the growth of plants, particularly with respect to the germination of plant seeds. Upon its casting, the cantrip will cause seeds to shoot forth tiny sprouts, newly sprouted plants to grow an inch or so, buds to flower, etc. Fruits and vegetables can be caused to ripen (or actually go past ripening to spoilage) by this cantrip. A susurrant sound is verbalized while the caster's hand makes hoeing motions.

Stitch (Alteration)

Area of Effect: Special Casting Time: 1/2 segment

This cantrip magically sews seams in cloth or leather. It will make new ones, or repair old work. About 20 yards of cloth can be thus stitched, but only about 2 yards of leather. The seam thus created is neither stronger nor weaker than a seam done without magic. Usually a brief rhyme is recited as the hand makes a sewing motion.

Sweeten (Evocation)

Area of Effect: One object Casting Time: 1/2 segment

This cantrip is the same as a *spice* cantrip, except that the result is the evocation of a sweetener — sugar, honey, or even a syrup. Components are a buzzing sound and a stirring motion.

Tie (Alteration)

Area of Effect: One object Casting Time: 1/2 segment

By means of this cantrip, the caster can magically cause the object of the magic — thread, string, cord, rope, or even cable — to tightly knot itself to either its other end or an end of a similar object within 1' of it. The resulting knot will be a normal one such as a square knot, half-hitch, running bowline, or whatever other sort is desired. The caster verbalizes the name of the knot while holding up three fingers.

Warm (Evocation)

Area of Effect: 1' cube Casting Time: 1/2 segment

This cantrip is the same as *chill*, except that the magic brings a warming of the liquid or solid. The temperature will rise at most about 40° F. The cantrip will never cause living creatures to become warmer than their normal body temperature. Components are an *aah* sound vocalized while the hands are rubbed briskly together.

Wrap (Alteration)

Area of Effect: 1 cubic yd. Casting Time: 1/2 segment

When a *wrap* cantrip is employed, the caster creates a strong and sturdy wrapping around the subject desired — a bit of herbs, a heap of flour, a bundle of cloth, etc. The material of the cantrip is of a suitable type and thickness for the item(s) to be wrapped. Thus, a few ounces of fine powder will be contained in a waxy tissue, gem stones in a felt-like envelope, meal in cloth, and so forth. The wrapping can be undone normally, but the caster can just as easily order it to open, so the cantrip is often used to enfold the material components of a spell. The caster verbalizes a general class of wrapping desired while making folding motions with his hands.

Reversed Cantrips:**Curdle** (Enchantment)Area of Effect: *One object* Casting Time: *1/6 segment*

This cantrip is broader than its name, for it affects many food and drink items. The magic curdles milk and hastens spoilage or wilting, but does not *putrefy food & drink* as per that spell. It has a permanent effect on the object. It is otherwise similar to *freshen*. The caster verbalizes a retching sound while pointing the thumb downward.

Dirty (Evocation)Area of Effect: *4 sq. yds.* Casting Time: *1/6 segment*

The opposite of a *clean* cantrip, this enables the caster to soil, spot, and sully walls, floors, dishes, garments, etc. Verbal component is a spitting sound, made while the feet are shuffled and stamped.

Dusty (Evocation)Area of Effect: *10' radius* Casting Time: *1/6 segment*

By means of this cantrip, the caster causes a film of dust and grime to settle upon all exposed surfaces within the cantrip area of effect. The verbal component is a low humming sound, made while the hands move in shaking motions.

Hairy (Alteration)Area of Effect: *One object* Casting Time: *1/10 segment*

While this cantrip is not actually one of the standard *useful* ones which apprentices reverse for mischievousness, it is one which is generally used for no good purpose. It causes hair, fur, or hairlike growth to thicken and lengthen. Thus, a head of hair, a peach, a beard, a cat, or whatever could be affected. The growth will cause the subject material to increase from 2-12 inches in length. The subject material must be trimmed or cut to remove the cantrip's effect. This cantrip can be reversed to shorten growth or effectively shave, but since the effect on short material (growth under 1 inch in length) is complete absence of growth for 2-12 days, it is not often used. The caster verbalizes snicking sounds while making massaging motions for growth, or scissoring motions for removal.

Knot (Alteration)Area of Effect: *One object* Casting Time: *1/2 segment*

This cantrip is a permutation of the *tie* cantrip. It causes the thread, string, cord, or rope to knot itself in such a manner as to be very difficult to untie, and from 2-8 rounds, minus dexterity bonus for reaction of the individual untying the *knot*, to undo. It works even on material already affected by a *tie* cantrip, but not on magical ropes, ropes being held onto by a character or creature, or taut lines such as a bowstring. The caster verbalizes a low zzzz sound while moving the arm forward with a strong wrist motion.

Ravel (Alteration)Area of Effect: *Special* Casting Time: *1/10 segment*

This cantrip is the reverse of a *stitch*. It will work only if there is a loose or broken thread in the seam or fabric to be affected, except for material magically stitched by the appropriate cantrip. When the latter sort of seam or material is involved, the *ravel* cantrip will always work except in a case where the subject is otherwise magical, i.e. a *bag of holding*, a *cloak of protection*, *boots of elvenkind*, etc. The name of the cantrip is verbalized while the fingers make a plucking motion.

Sour (Evocation)Area of Effect: *One object* Casting Time: *1/2 segment*

When this cantrip is used, the caster causes the subject food or drink to take on a sour taste, not unlike vinegar of the appropriate sort. While it is typically used to spoil wine, beer, or some pastry, the *sour* cantrip can be used to useful purpose. The magic actually causes about a pint (maximum) of vinegar to appear over the subject. This can be an empty container in which such liquid is desired. The caster purses the lips and makes a *whoosh* sound while clenching the hand.

Spill (Alteration)Area of Effect: *One container* Casting Time: *1/6 segment*

The opposite of a *gather* cantrip, this enables the caster to cause the contents of a container to spill out. The object container is actually tipped by the cantrip, and since the magic is not powerful, containers of more than about gallon size, or magical ones, will not be affected by the cantrip. Solids and/or liquids within the object container will spill out, if the container is not securely closed or capped. To bring about the magic, the caster verbalizes an *uh-oh* sound while making an abrupt hand motion.

Tangle (Alteration)Area of Effect: *One object* Casting Time: *1/6 segment*

A permutation of the *tie* cantrip, this magic allows the caster to cause fine material such as thread, hair, small grass, and the like to become twisted and entwined in a tangle. It will not work on heavy material such as rope. Untangling subject material will take 3-12 rounds, unless it is roughly done — and the material is broken and snapped in the process, torn loose, etc. The cantrip will tangle mixed materials such as grass and string, hair and threads, and so forth. A buzzing is verbalized while the finger makes a stirring motion.

Tarnish (Alteration)Area of Effect: *One object* Casting Time: *1/2 segment*

The reverse of a *shine* cantrip, this causes a covering of rust, corrosion, verdigris, or the like to cover an object normally subject to such tarnishing. The object must be of about 1 cubic yard or less in volume. Verbal component is a spitting sound, while the hand makes a sprinkling motion.

Untie (Alteration)Area of Effect: *One object* Casting time: *1/3 segment*

This permutation of a *tie* cantrip is simply the reverse of the magic. The caster selects an object — thread, string, cord, etc. — which is knotted or tied. The cantrip removes the *knot* or tying. Note that the *untie* cantrip will cause a *tangle* to be nullified. The cantrip will not remove both a *knot* and a normal tying (normal knot or one caused by a *tie* cantrip), but it will cause the former to disappear so that only a normal tying remains. This cantrip has no effect on magical objects. Somatic and verbal components vary according to the desired result. In general, a popping sound is made while the hands are moved apart — either as if a knot were being untied or a cord snapped.

Wilt (Enchantment)Area of Effect: *One object* Casting Time: *1/2 segment*

A reverse of the *freshen* cantrip which affects only vegetable material — whether growing or picked. Thus, a plant can be made to wilt (or possibly wither if it is not very healthy), or a bunch of cut flowers sag or droop. Verbal component is a descending hum, while the forefinger is slowly curled from an upright position.

Legerdemain Cantrips:**Change (Alteration)**

Area of Effect: *One object* Casting Time: *1/10 segment*

By means of a *change* cantrip, the caster alters one small object to another, although the change must be within the same kingdom, and only animal and vegetable objects are affected. Thus, a piece of parchment can be changed to a brightly colored cloth square, then the cloth can be changed to a rose by another use of the cantrip. Likewise, a bird can be changed into a bat, the bat to a flying squirrel by another use of the same type of cantrip, and so forth. Each change requires a *change* cantrip. The cantrip will not cause more than a 50% increase or decrease in size/volume, and the effect will last for a base time of 1 turn. If the *change* is radical, then the time will be reduced accordingly; i.e., changing a dead object to a live one is a radical change and will last only 1 round. On the other hand, a very slight alteration such as color change or the like will last for 1 or more days. A saving throw against this magic does not apply as long as small, animal-intelligence, non-magical creatures of normal sort are concerned. Typically, a magic word is verbalized while the hand makes a pass over the object to be affected.

Distract (Enchantment)

Area of Effect: *Special* Casting Time: *1/3 segment*

By means of this cantrip, the caster causes all who are watching to look at an area of the caster's choice. The area must be to the right or left of the caster, and the distraction must be within 10 feet of the caster. Thus, the caster can cause viewers to watch his or her right hand and a location a few feet distant where the caster's finger is pointing, while the caster's left hand does something unnoticed. Saving throws apply only to individuals above 0 level, or with at least 1 + 1 hit dice and an intelligence rating of greater than *low*. The *distract* cantrip has a duration of only 1 segment. The caster speaks an attention-getting word or phrase and gestures to the left or right to effectuate the cantrip.

Hide (Illusion)

Area of Effect: *One object* Casting Time: *1/10 segment*

This cantrip allows the caster to magically *hide* an object of virtually any size for a short period of time. The cantrip casts a dweomer over the desired object so that it becomes invisible to all who are in front of the caster. Note that the magic does not affect sound, so that if a crowing rooster were made to seemingly disappear, the noise of its cry would still be heard. Likewise, if an elephant were hidden by the cantrip, the sound of its tread, trumpeting, or even breathing might be heard. The dweomer will not work if viewers are beside or behind the caster. The cantrip lasts for 1 turn on an object of 2 cubic yards or less in volume. The duration is reduced by 1 round for every additional 2 cubic yards of volume made to seemingly disappear, until at 20 cubic yards of volume, the duration is 1 round. At over 20 cubic yards of volume, duration is reduced by 1 segment per 2 additional cubic yards; i.e., the *hide* cantrip will have a duration of 9 segments if cast on an object of 22 cubic yards volume; 8 segments for 24 cubic yards, 7 segments for 26, 6 for 28, 5 for 30, 4 for 32, 3 for 34, 2 for 36, and 1 segment for 38 cubic yards. Anything over 38 cubic yards in volume will at best momentarily disappear and then reappear again. Verbal component is an activating word such as *abracadabra* while the hand makes a pass across the forepart of the object. The caster can dispel the cantrip simply by speaking the activating word.

Mute (Alteration)

Area of Effect: *One object* Casting Time: *1/10 segment*

The *mute* cantrip allows the caster to alter the shape of small objects of a mineral nature. The magic is effective against glass, metal, stone, etc. A plane can be altered to a rod, a torus to a sphere, etc. Thus, a coin could be changed to be a ring. Similarly, glass could be changed to crystal, lead to silver, copper to gold, etc. However, the dweomers of magical items are too strong for this cantrip to affect them. The duration of the *mute* is but 1 round. If another individual actually touches the object affected, the dweomer of the cantrip might be affected: The individual touching it makes a saving throw versus spell, and if it succeeds the cantrip is dispelled. The components for the *mute* cantrip are similar to those of a *change* cantrip.

Palm (Illusion)

Area of Effect: *One small item* Casting Time: *1/10 segment*

This cantrip enables the caster to secret a small object in his hand without seeming to do so. The dweomer creates an illusory duplicate of the object to be palmed, so that the other can be taken while under a form of *hide* cantrip (which actually works regardless of viewer position). The illusory duplicate of the palmed object lasts but 1 segment, so it must be covered or screened from view, or else any onlookers will see it wink out of existence. A special word is spoken while a digit points at the object to be palmed. The caster may then pick up the now-invisible actual object while seemingly only touching or handling the illusory duplicate.

Present (Alteration)

Area of Effect: *One small item* Casting Time: *1/6 segment*

A *present* cantrip enables the caster to bring any small object or series of objects from within a 2-foot radius of his or her person to his or her hand. The object or objects will appear magically in the caster's hand as he or she puts the hand upward or outward with a flourish and speaks the key word to begin the dweomer. If an object as large as a tankard is thus presented, the cantrip will be exhausted, but as many as a dozen coins could be brought to the hand before the dweomer failed. The caster must know the exact nature and location of the object or objects to be presented. If they are on the person of another individual, a saving throw versus spell applies to the individual, unless the object or objects are in plain sight.

Person-Affecting Cantrips:**Belch (Evocation)**

Area of Effect: *One person* Casting Time: *1/10 segment*

When this cantrip is cast, the subject will involuntarily belch. A saving throw is applicable only to see how loud or muffled the burping is, failure indicating a very loud belch, success meaning that the sound is relatively low and muffled. The verbal component is an almost inaudible belch, done at the same time that the caster's hand presses his or her diaphragm.

Blink (Evocation)

Area of Effect: *One person* Casting Time: *1/10 segment*

By means of this cantrip, the caster causes the subject person (or creature) to blink his, her, or its eye or eyes. The blinking reaction is only momentary, of course, lasting no more than half a second. A successful saving throw indicates only a single eye wink, or no effect for one-eyed creatures. The verbal component is a softly spoken magical word (such as *hat-cha-cha*), voiced while the caster snaps his fingers.

Cough (Evocation)Area of Effect: *One person*Casting Time: *1/3 segment*

This cantrip enables the caster to make the subject individual cough spasmodically. If a saving throw is made, the cough is only a brief hacking which will not usually disturb other activities. Failing the saving throw indicates the victim is affected by a loud and active series of coughs lasting from 1 to 3 seconds. The somatic component is a gagging gesture while a gasp is verbalized.

Giggle (Charm)Area of Effect: *One person*Casting Time: *1/3 segment*

By means of this cantrip, the caster causes the subject individual to involuntarily giggle. The loudness and length of this reaction depend on the saving throw. If the subject fails to save, the result will be a chuckle or giggle lasting about 2 or 3 seconds. If the save succeeds, only a brief chuckle will be caused. The verbal component is a single word or phrase (known in magical circles as a "punch line") to be spoken while one finger is moved back and forth rapidly.

Nod (Evocation)Area of Effect: *One person*Casting Time: *1/10 segment*

This cantrip causes the subject to give an involuntary nod of the head due to muscle contraction. The effect is as if the subject were nodding in agreement or as a greeting. A successful saving throw negates the effect. The caster gives a slight nod of the head while pointing his or her small finger at the subject.

Scratch (Evocation)Area of Effect: *One creature*Casting Time: *1/6 segment*

A *scratch* cantrip causes the subject creature to experience an annoying itch on some portion of the body. Unless a saving throw is successful, the subject will involuntarily scratch at this itch. This scratching will take but a second, and will immediately cause the itch to cease. Verbal component is the name of some body pest (flea, louse, etc.), uttered while the area of the itch is pointed to.

Sneeze (Evocation)Area of Effect: *One creature*Casting Time: *1/2 segment*

A cantrip of this nature causes an irritation in the nasal passages of the subject. Unless the subject makes a successful saving throw versus spell, a sneeze will occur. This single sneeze will relieve the irritation. The caster verbalizes the name of an irritant substance while touching his or her nose.

Twitch (Evocation)Area of Effect: *One creature*Casting Time: *1/3 segment*

By means of this cantrip, the caster causes a muscle contraction in some portion of the subject creature's appendages — head, neck, hand, arm, foot, leg, etc. The twitch will be noticeable, but will not cause the subject great discomfort or loss of control or concentration. The cantrip is negated by a successful saving throw. Verbal component is the name of the area to be affected while the caster gazes at the area and makes a twitching motion with the hand.

Wink (Enchantment)Area of Effect: *One person*Casting Time: *1/10 segment*

This cantrip enables the caster to cause the subject individual to wink one eye. A saving throw indicates that the winking is rapid and not greatly noticeable, while failure to save indicates a greatly exaggerated, prolonged winking. The caster speaks a magical phrase (such as *twenty-three skidoo*) while making an imperceptible winking of his or her eye.

Yawn (Evocation)Area of Effect: *One creature*Casting Time: *1/6 segment*

A *yawn* cantrip makes the subject creature feel a brief wave of drowsiness which in turn evokes a yawn reaction. If a saving throw versus spell succeeds, the subject creature is totally unaffected by the *dweomer* of the cantrip. Failure, however, not only forces a yawn to immediately occur, but the subject is then more susceptible to a *sleep* spell. During the balance of the round in which the *yawn* cantrip was cast, and during the whole of the following round, the subject will automatically fall into comatose slumber from a *sleep* spell cast upon it, so 1 additional creature will be vulnerable to the spell if more than 1 creature of 4 or fewer hit dice are subjected to the spell. Further, if creatures of 4 + 1 to 4 + 4 hit dice are involved, there is then a chance that two such creatures will actually be affected by *sleep*. Even a creature of up to 5 + 2 hit dice can be affected by *sleep* if previously victimized by a *yawn* cantrip, but the effect of the *sleep* spell is rolled for as if the creature had 4 + 1 to 4 + 4 hit dice; i.e., there is a 50% chance that it will not be affected. The caster hums a lullaby for the verbal component while making a rocking motion with cupped hands.

**Personal Cantrips:****Bee (Summoning)**Area of Effect: *One bee*Casting Time: *1/2 segment*

When this cantrip is used, the caster summons a honey bee from someplace — where is of no importance, for the creature appears in seconds. The bee will appear in whatever spot the caster is gazing at, up to 1" distance from him or her. The bee is, of course, annoyed, and it is 90% likely to sting any living creature it finds itself upon. (This will certainly cause the subject to react violently if it would otherwise be so affected by a bee sting.) The verbal component is a low buzzing sound, made while the caster moves a forefinger through flight-like passes.

Bluelight (Conjuration)Area of Effect: *1/4' diam. sphere*Casting Time: *1/2 segment*

This cantrip enables the caster to conjure a small sphere of glowing blue radiance. The light has an eerie effect when seen from a distance, but the 3-inch sphere only illuminates an area of 5' around itself. Furthermore, the *bluelight* does not cast reflections beyond this radius. The light does not affect either infravision or ultravision. When the caster says a rhyme using the words *blue* and *light* in any combination, the *bluelight* appears in his or her open palm and remains aglow until the caster ceases to concentrate on it.

Bug (Summoning)

Area of Effect: *One bug* Casting Time: *1/2 segment*

A variation of the *bee* cantrip, the *bug* cantrip enables the caster to summon some form of crawling insect. The beetle or bug appears in the same manner as the bee summoned by the cantrip of that name. It will likewise be irritated and will pinch, bite, or otherwise attack the creature it might find itself upon, with appropriate results. Verbal component is the name of the insect desired while the caster's forefinger makes a sliding and pointing motion at the desired area of the bug's appearance (up to 1" distant).

Firefinger (Alteration)

Area of Effect: *1/2' line* Casting Time: *1/3 segment*

The *firefinger* cantrip enables the caster to cause a jet of flame up to one-half foot in length to shoot forth from his or her finger. The flame is very hot and will ignite combustible materials such as parchment, twigs, kindling, and the like without difficulty, providing the materials are relatively dry. The flame persists for up to 1 segment. To bring about the magic of this cantrip, the caster speaks a word of power over elemental fire (such as *ron-son*, *zip-po*, or the much revered word, *dun-hill*), extends the forefinger, and makes a sideways motion with the thumb.

Gnats (Summoning)

Area of Effect: *1 cubic foot* Casting Time: *1/2 segment*

A cantrip of this nature is similar to the *bee* and *bug* cantrips described above, except that when it is used a cloud of gnats is summoned. The swarm will immediately proceed to fly around the head of the nearest living creature (which must be no more than 1" from the caster), and unless this creature makes a successful saving throw versus poison, the cloud of gnats will distract the creature for from 1-4 segments before the gnats fly elsewhere. The verbal component is a high-pitched buzzing sound made with the tongue and upper palate while the caster points a digit at the area in which the gnat cloud is to appear.

Mouse (Summoning)

Area of Effect: *One mouse* Casting Time: *1/2 segment*

Similar to the cantrip which summons a bee or a bug, the *mouse* cantrip enables the caster to bring forth a mouse up to 1" from his or her position. The animal will be a typical field mouse or as similar a species as possible. When it arrives, the caster will have no control over the mouse, and the animal will behave as would any mouse in the given situation. The caster speaks a summoning word (typically the name of a food desirable by mice) while holding his or her hands in such a way as to resemble mouse ears.

Smokepuff (Evocation)

Area of Effect: *1' diam. cloud* Casting Time: *1/3 segment*

When this cantrip is employed, a puff of actual smoke appears in the desired location, up to 1" distant from the caster, and will ascend as would a normal cloud of smoke, or be dissipated, depending on the prevailing conditions. The caster can cause the smoke to be either white, gray, black, brown, yellow, or green. The caster names the color of smoke desired while moving a hand from an extended horizontal position to a vertical one, meanwhile breathing forth a puff of air.

Spider (Summoning)

Area of Effect: *One spider* Casting Time: *1/2 segment*

This cantrip, much as does a *bee* or *bug* or *mouse* or *gnats* cantrip, summons a small, ordinary spider from elsewhere to the location desired by the caster, up to 1" distant from his or her person. The arachnid so summoned will usually be a common garden spider or the like, no larger than an inch or two in diameter, and basically harmless. There is a 5% chance that the creature will turn out to be one with powerful poison (black widow, brown recluse, etc.). Since the spider summoned will be annoyed, the creature upon which it finds itself, if such is the case, will be subject to an immediate bite attack. This will have only a momentary effect, distracting the victim for 1 segment, for a normal spider. If the spider is of the very poisonous sort, the victim must also make a saving throw versus poison at +4. Success indicates 1 point of damage is inflicted. Failure indicates 2 points of damage are inflicted, and the victim will feel sick and be unable to act normally for 1-4 days unless a *neutralize poison* spell is cast to remove the toxin. (A *slow poison* will defer the sickness for 1 day.) To cast the cantrip, the caster speaks the word *arachnid* while spreading his or her fingers and wiggling them.

Tweak (Conjuration)

Area of Effect: *One creature* Casting Time: *1/3 segment*

By means of this cantrip, the caster causes an unseen thumb and forefinger to harmlessly, but annoyingly, tweak some portion of a chosen subject within a 1" radius of the caster. Portions subject to the *tweak* cantrip are: cheek, nose, ear, beard, moustache, whiskers, or tail. The cantrip's effects do not disturb spell casting, although the tweaking might distract any creature by causing it to turn to discover the source of the annoyance. A failure to save versus spell (with respect to creatures with an intelligence under 7), or failure to roll a score greater than intelligence on 3d6 (with respect to creatures with intelligence of 7 or greater), indicates a 1-segment distraction. The caster speaks a magic phrase (such as *kitchy-kitchy-coo*) while making a pinching and pulling motion with thumb and forefinger.

Unlock (Conjuration)

Area of Effect: *One lock* Casting Time: *1/2 segment*

This cantrip enables the caster to conjure an invisible, key-like force appropriate to the locking mechanism to be opened (or closed). The *unlock* cantrip will affect only simple locks of the most basic sort — typically those which have closing pressure prongs or bolt and pins, or bolt and spring closures. Locks with tumblers or levers, as well as secret-combination locks, are not subject to this cantrip. Note that simple locks with complex wards to prevent skeleton-key triggering will be subject to an *unlock* cantrip. While the caster speaks a word or phrase associated with locks (*tick-tock-doublelock* or *yah-el*, etc.) he or she makes a twisting motion with fingers held as if to grasp a key.

Haunting-Sound Cantrips:

Creak (Evocation)

Area of Effect: *Special* Casting Time: *1/6 segment*

By means of this cantrip, the caster evokes a noise similar to that of a door with corroded hinges slowly opening, or else a sound as if someone or something were walking across squeaking floorboards. The former sound lasts for 1/3 segment; the latter noise will last half a segment and seem to traverse up to 10 feet distance. The caster makes a low creaking sound in his or her throat while using a hand to make an opening motion or fingers to make a walking motion.

Footfall (Illusion)Area of Effect: *Special*Casting Time: $\frac{1}{6}$ segment

When this cantrip is used, the caster creates the audible illusion of footsteps. The sound is as if a human or humanoid was walking. The footsteps can be soft or fairly noisy. They can approach, move away from, follow, or otherwise seem to parallel a person or party. They must begin within 1" of the caster, but they may thereafter move away from him or her up to a 2" distance, or may approach closer than 1". The caster must softly vocalize sounds similar to footsteps while pointing in the area they are to occur initially and subsequently.

Groan (Illusion)Area of Effect: *Special*Casting Time: $\frac{1}{6}$ segment

A *groan* cantrip creates the audible illusion of a wracking cry coming from some location no more than 1" from the caster. Naturally, those creatures within hearing distance are allowed a saving throw versus spell, and if it succeeds, the individual will hear no such noise. The caster makes a soft groaning sound in his or her throat while pointing to the area from which the sound is to appear to come. A container or door will not hamper the range, so that a groaning sound can be made to seem to come from behind a door, in a chest, etc.

Moan (Illusion)Area of Effect: *Special*Casting Time: $\frac{1}{10}$ segment

This cantrip is the same as a *groan* cantrip, except that the sound involved is either a pitiful moaning or else an eerie one. The desired sound is either a low-pitched one for the haunting effect or a high-pitched one for the pitiful effect.

Rattle (Illusion)Area of Effect: *Special*Casting Time: $\frac{1}{10}$ segment

By means of this cantrip, the caster causes the audible illusion of a rattling sound associated with chains. Its direction and distance is the same as for a *groan* cantrip. The sound will last for up to 2 seconds. All creatures within 1" of the sound are entitled to a saving throw versus spell to determine whether they hear the illusionary sound. The spellcaster names the rattling device which he or she desires to create the illusion of while shaking one hand vigorously.

Tap (Evocation)

Area of Effect: 1 sq. ft.

Casting Time: $\frac{1}{6}$ segment

By means of this cantrip, the caster is able to evoke an invisible force which will tap or rap against some solid object — a door, lid, floor, table, wall, pane, or whatever. The sound will occur once, twice, or thrice, according to the number of fingers extended by the caster. It is an actual sound; creatures within 1" of the noise will certainly hear it if they are able. Verbal component is a hollow sound created by the tongue against the palate, or a key phrase spoken softly, while the finger makes a tapping motion.

Thump (Illusion)Area of Effect: *Special*Casting Time: $\frac{1}{10}$ segment

An audible illusion, the *thump* cantrip causes all creatures within a 1" radius of the area of effect to hear a loud but muffled thumping sound, as if something large just fell from a height of a foot or so. A successful saving throw versus spell nullifies the cantrip's effect. The caster can cause the sound to seemingly come from any location within a 1" radius of his or her person. The caster swallows loudly while pointing toward the area where the cantrip is to come from, while thinking of the thumping sound.

Whistle (Evocation)Area of Effect: *Special*Casting Time: $\frac{1}{6}$ segment

When this cantrip is cast, the dweomer causes a faint or loud whistling sound. A faint whistling can be heard within 10', a loud one within 30'. The sound can be sharp and normal-seeming or echoing, hollow, and eerie. The caster must whistle softly in a manner similar to the desired sound while he or she looks at the area from which the sound is to come and holds two fingers near his or her mouth.

MAGIC USER SPELLS, 1ST LEVEL

First Level Spells:

Affect Normal Fires (Alteration)

Level: 1
Range: 1/2"/level
Duration: 1 round/level
Area of Effect: 3' diameter fire

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell enables the magic-user to cause small fires — from as small as a torch or lantern to as large as a normal bonfire of 3' maximum diameter — to reduce in size and light to become match-like or increase in light so as to become as bright as a *light* spell. Reducing the fire will cut fuel consumption to half normal, and increasing the fire will double consumption. Note that heat output is not altered in either case!



Alarm (Evocation)

Level: 1
Range: 1"
Duration: 2-8 turns + 1 turn/level
Area of Effect: Up to 20 sq. ft./level

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When an *alarm* spell is cast, the magic-user causes a selected area to react to the presence of any living creature larger than a normal rat, i.e. anything larger than about one-half cubic foot in volume or more than about 3 pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any living creature sets foot upon the area, touches it, or otherwise contacts it, the *alarm* spell will evoke a loud ringing which will be clearly heard within a 60' radius. (Reduce the radius by 10' for interposing doors, by 20' for substantial interposing walls.) The sound will last for 1 segment and then cease. While undead creatures will *not* cause the spell to function, invisible creatures, as well as those from other planes who are otherwise alive, will do so. Ethereal or astrally projected creatures will not trigger an *alarm*, but flying and levitating creatures will. The material components of this spell are a tiny bell and a piece of very fine silver wire.

Armor (Conjuration)

Level: 1
Range: Touch
Duration: Special
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By means of this spell, the caster creates a magical field of force which serves as if it were leather armor (AC 8). If the spell is cast upon a person already armored, it has no effect. However, if it is cast upon a creature with an armor class normally better than 9 (due to its size, speed, skin, etc.) it will benefit the normal armor class by one step, i.e. AC 8 becomes 7, AC 7 becomes 6, and so on. The magic *armor* spell does not slow or hinder movement, adds no weight or encumbrance, nor does it prevent spell casting. It lasts until dispelled or until the wearer sustains cumulative damage totaling greater than 8 points + 1 per level of the caster. Thus, the wearer might take 8 points from an attack, then several turns later sustain an additional 1 point of damage. Unless the spell were cast by a magic-user of 2nd level or higher, it would be dispelled at this time. Until it is dispelled, the *armor* spell allows the wearer full benefits of the armor class gained due to the dweomer.

Note: This spell will not function in conjunction with protective magic devices other than a *ring of protection*. The material component is a piece of finely cured leather which has been *blessed* by a cleric.

Burning Hands (Alteration)

Level: 1
Range: 0
Duration: 1 round
Area of Effect: Special

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When the magic-user casts this spell, jets of searing flame shoot from his or her fingertips. Hands can only be held so as to send forth a fan-like sheet of flames, as the magic-user's thumbs must touch each other and fingers must be spread. The *burning hands* send out flame jets of 3' length in a horizontal arc of about 120° in front of the magic-user. Any creature in the area of flames takes 1 hit point of damage for each level of experience of the spellcaster, and no saving throw is possible. Inflammable materials touched by the fire will burn, i.e. cloth, paper, parchment, thin wood, etc.

Charm Person (Enchantment/Charm)

Level: 1
Range: 12"
Duration: Special
Area of Effect: One person

Components: V, S
Casting Time: 1 segment
Saving Throw: Neg.

Explanation/Description: Except as shown above, this spell is the same as the second level druid spell, *charm person or mammal* (q.v.), but the magic-user can charm only persons, i.e. brownies, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes. All other comments regarding spell effects apply with respect to persons.

Comprehend Languages (Alteration) Reversible

Level: 1
Range: Touch
Duration: 5 rounds/level
Area of Effect: One written object or speaking creature

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

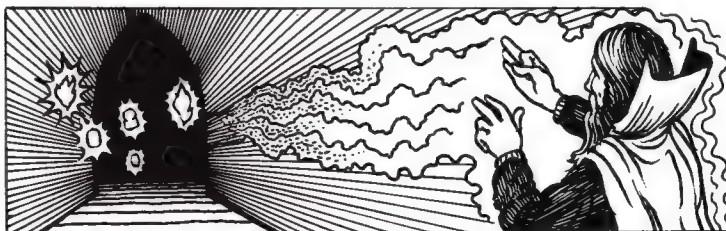
Explanation/Description: When this spell is cast, the magic-user is able to read an otherwise incomprehensible written message such as a treasure map (but not a magical writing, other than to know it is "magic") or understand the language of a speaking creature. In either case, the magic-user must touch the object to be read or the creature to be understood, and the spell does not enable the spell caster to write or speak the language. The material components of this spell are a pinch of soot and a few grains of salt. The reverse, *confuse languages*, prevents comprehension or cancels a *comprehend languages* spell.

Dancing Lights (Alteration)

Level: 1
Range: 4" + 1"/level
Duration: 2 rounds/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When a *dancing lights* spell is cast, the magic-user creates, at his or her option, from 1 to 4 lights which resemble either A) torches and/or lanterns (and cast that amount of light), B) glowing spheres of light (such as evidenced by will-o-wisps), or C) one faintly glowing, vaguely man-like shape, somewhat similar to that of a creature from the Elemental Plane of Fire. The *dancing lights* move as the spell caster desires, forward or back, straight or turning corners, without concentration upon such movement by the magic-user. The spell will wink out if the range or duration is exceeded. Range is a base of 4" plus 1" for each level of the magic-user who cast the spell. Duration is 2 melee rounds per level of the spell caster. The material component of this spell is either a bit of phosphorus or wychwood or a glowworm.



Detect Magic (Divination)

Level: 1
Range: 0
Duration: 2 rounds/level
Area of Effect: 1" path, 6" long

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: The only differences between this spell and the first level cleric *detect magic* spell are noted above (duration, area of effect, and no material component).

Enlarge (Alteration) Reversible

Level: 1
Range: 1/2"/level
Duration: 1 turn/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 segment
Saving Throw: Neg.

Explanation/Description: This spell causes instant growth of a creature or object. *Enlargement* causes increase in both size and weight. It can be cast upon only a single creature or object. Spell range is 1/2" for each level of experience of the magic-user, and its duration is 1 turn per level of experience of the spell caster. The effect of the *enlargement* spell is to increase the size of a living creature (or a symbiotic or community entity) by 20% per level of experience of the magic-user, with a maximum additional growth of 200%. The effect on objects is one-half that of creatures, i.e. 10% per level to a 100% maximum additional *enlargement*. The creature or object must be seen in order to effect the spell. The maximum volume of living material which can be initially affected is 10 cubic feet — for non-living matter, 5 cubic feet — per level of the magic-user. While magical properties are not increased by this spell — a huge +1 sword is still only +1, a staff-sized wand is still only capable of its normal functions, a giant-sized potion merely requires a greater fluid intake to make its magical effects operate, etc. — weight, mass and strength are. Thus, a table blocking a door would be heavier and more effective; a hurled stone would have more mass (and be more hurtful providing *enlargement* took place just prior to impact); chains would be more massive; doors thicker; a thin line turned to a sizable, longer rope; and so on. Likewise, a person 12' tall would be as an ogre, while an 18' tall person would actually be a giant for the duration of the spell. The reverse spell, *reduce*, will negate the effects or actually make creatures or objects smaller in the same ratios as the regular spell application functions. Unwilling victims of the spell, or its reverse, are entitled to a saving throw, which, if successful, indicates the magic does not function, and the spell is wasted. The material component of this spell is a pinch of powdered iron.

Erase (Alteration)

Level: 1
Range: 3"
Duration: Permanent
Area of Effect: One scroll or two facing pages

Components: V, S
Casting Time: 1 segment
Saving Throw: Neg.

Explanation/Description: The *erase* spell removes writings of either magical or mundane nature from a scroll or one or two pages or sheets of paper, parchment or similar surfaces. It will not remove explosive runes or a symbol (see these spells hereafter), however. There is a basic chance of 50%, plus 2% per level of experience of the spell caster with respect to magical writings, plus 4% per level for mundane writing, that the spell will take effect. This represents the saving throw, and any percentile dice score in excess of the adjusted percentage chance means the spell fails.

Feather Fall (Alteration)

Level: 1
Range: 1"/level
Duration: 1 segment/level
Area of Effect: Special

Components: V, M
Casting Time: 1/10 segment
Saving Throw: None

Explanation/Description: When this spell is cast, the creature(s) or object(s) affected immediately assumes the mass of a feathery piece of down. Rate of falling is thus instantly changed to a mere constant 2' per second or 12' per segment, and no damage is incurred when landing when the spell is in effect. However, when the spell duration ceases, normal rate of fall occurs. The spell can be cast upon the magic-user or some other creature or object up to the maximum range of 1" per level of experience of the spell caster. It lasts for 1 segment for each level of the magic-user.

The *feather fall* affects an area of 1 cubic inch, and the maximum weight of creatures and/or objects cannot exceed a combined total equal to a base 2,000 gold pieces weight plus 2,000 gold pieces weight per level of the spell caster. Example: a 2nd level magic-user has a range of 2", a duration of 2 segments, a weight maximum of 6,000 gold pieces (600 pounds) when employing the spell. The spell works only upon free-falling or propelled objects. It will not affect a sword blow or a charging creature, but it will affect a missile. The material component is a small feather or a piece of down somewhere on the person of the spell caster.

Find Familiar (Conjuration/Summoning)

Level: 1
Range: 1 mile/level
Duration: Special
Area of Effect: As spell range

Components: V, S, M
Casting Time: 1-24 hours
Saving Throw: Neg.

Explanation/Description: A familiar is of certain benefit to a magic-user, as the creature adds to the spell caster's hit points, it conveys its sensory powers to its master, and it can converse with and will serve as a guard/scout/spy as well. However, the magic-user has no control over what sort of creature will answer the summoning, or if any at all will come, and the power of the conjuration is such that it can be attempted but once per year. At such time as the magic-user determines to find a familiar, he or she must stoke up a brass brazier with charcoal, and when this is burning well, add 100 g.p. worth of incense, herbs (basil, savory, and catnip for sure), and fat. When these items are burning, the spell caster begins his or her incantation, and it must be continued until the familiar comes or the casting time is finished. Your referee will secretly determine all results. The magic-user has absolutely no control over what sort of a creature appears to become his or her familiar. This will be determined on the table below:

Die Roll (d20)	Familiar	Sensory Powers
1-4	cat, black	excellent night vision & superior hearing
5-6	crow	excellent vision
7-8	hawk	very superior distance vision
9-10	owl, screech	night vision equals human daylight visual ability, superior hearing
11-12	toad	wide angle vision
13-14	weasel	superior hearing & very superior olfactory power
15	special	— see sub-table below for details
16-20*	no familiar available	within spell range

*Subtract 1 from the die score for each 3 levels of experience of the spell caster, and if the score is 15 or less roll again using d16, and if a 16 is rolled then the result is final.

If a score of 15 is rolled, use the table below for a special familiar:

Alignment of Magic-User	Result of Special Familiar
chaotic evil or neutral chaotic	quasit (see AD&D, MONSTER MANUAL)
chaotic good, neutral, or neutral good	pseudo-dragon (see AD&D, MONSTER MANUAL)
lawful neutral or lawful good	brownie (see AD&D, MONSTER MANUAL)
lawful evil or neutral evil	imp (see AD&D, MONSTER MANUAL)

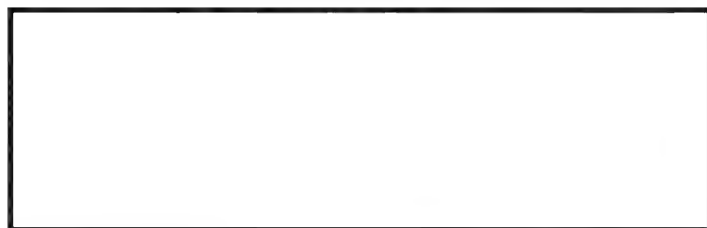
Normal familiars have 2-4 hit points and armor class of 7 (due to size, speed, etc.). Each is abnormally intelligent and totally faithful to the magic-user whose familiar it becomes. The number of the familiar's hit points is added to the hit point total of the magic-user when it is within 12' of its master, but if the familiar should ever be killed, the magic-user will permanently lose double that number of hit points.

If a special familiar is indicated, details of the powers it conveys are given in **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL** for all except the brownie. This creature becomes a friend and companion to the

MAGIC USER SPELLS, 1ST LEVEL

magic-user, and he or she will gain dexterity equal to the brownie's (18) and the advantage of never being surprised, as well as +2 on all saving throws. Note that special familiars are entitled to a saving throw versus magic when summoned by the spell, and if they succeed, they will ignore the spell, and **NO** familiar will be available that year to the caster.

A familiar will fight for the life of the magic-user it serves only in a life-and-death situation, and imps and quasits will be 90% likely not to do so at the risk of their own life.



Firewater (Alteration)

Level: 1
Range: 1"
Duration: 1 round
Area of Effect: 1 pint of water per level of caster

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: By means of this spell, the magic-user changes a volume of water to a volatile, flammable substance similar to alcohol and likewise lighter than water. If this substance is exposed to flame, fire, or even a spark, it will burst into flames and burn with a hot fire. Each creature subject to *firewater* flame will suffer 2-12 hit points of damage. The *firewater* created will evaporate and be useless within 1 round, even if it is securely contained and sealed, so it must be utilized (ignited) within 10 segments of its creation. The material components of this spell are a few grains of sugar and a raisin.

Friends (Enchantment/Charm)

Level: 1
Range: 0
Duration: 1 round/level
Area of Effect: 1" + 1"/level of spell caster radius sphere

Components: V, S, M
Casting Time: 1 segment
Saving Throw: Special

Explanation/Description: A *friends* spell causes the magic-user to gain a temporary increase of 2-8 points in charisma — or a temporary lowering of charisma by 1-4 points — depending on whether creatures within the area of effect of the spell make — or fail — their saving throw versus magic. Those that fail their saving throw will be very impressed with the spell caster and desire greatly to be his or her friend and help. Those that do not fail will be uneasy in the spell caster's presence and tend to find him or her irritating. Note that this spell has absolutely no effect on creatures of animal intelligence or lower. The components for this spell are chalk (or white flour), lampblack (or soot), and vermillion applied to the face before casting the spell.

Grease (Evocation)

Level: 1
Range: 1"
Duration: Permanent
Area of Effect: 1 sq. ft. per level of caster

Components: V, S, M
Casting Time: 1 segment
Saving Throw: Special

Explanation/Description: A *grease* spell creates an area covered by a slippery substance of a fatty, greasy nature. Any creature stepping upon this area will have to save versus petrification or slip, skid, and fall. Of course, if a creature is aware of the area, it can possibly be avoided. The spell can also be used to cause a greasy coating on some surface other than that underfoot — a rope, ladder rungs, weapon handle, etc. Lone material objects will always be subject to such a spell use, but if the magic is cast upon an object being wielded or employed by a creature, the creature must fail a saving throw versus spell for the *grease* spell to be effective. A single saving throw will negate the effects. The material component of the spell is a bit of pork rind, butter, or other greasy material.

Hold Portal (Alteration)

Level: 1
Range: 2"/level
Duration: 1 round/level
Area of Effect: 80 square feet/level

Components: V
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell magically bars a door, gate or valve of wood, metal or stone. The magical closure holds the portal fast just as if it were securely stopped and locked. The range of the spell is 2' per level of experience of the caster, and it lasts for 1 round per level. Note that any extra-dimensional creature (demon, devil, elemental, etc.) will shatter such a held portal. A magic-user of four or more experience levels higher than the spell caster can open the held portal at will. A *knock* spell (q.v.) or *dispel magic* spell (q.v.) will negate the *hold portal*. Held portals can be broken or battered down.

Identify (Divination)

Level: 1
Range: 0
Duration: 1 segment/level
Area of Effect: One item

Components: V, S, M
Casting Time: 1 turn
Saving Throw: Special

Explanation/Description: When an *identify* spell is cast, one item may be touched and handled by the magic-user in order that he or she may possibly find what dwomeer it possesses. The item in question must be held or worn as would be normal for any such object, i.e. a bracelet must be placed on the spell caster's wrist, a helm on his or her head, boots on the feet, a cloak worn, a dagger held, and so on. Note that any consequences of this use of the item fall fully upon the magic-user, although any saving throw normally allowed is still the privilege of the magic-user. For each segment the spell is in force, it is 15% + 5% per level of the magic-user probable that 1 property of the object touched can become known — possibly that the item has no properties and is merely a ruse (the presence of Nystul's Magic Aura or a magic mouth being detected). Each time a property can be known, the referee will secretly roll to see if the magic-user made his or her saving throw versus magic. If the save was successful, the property is known; if it is 1 point short, a false power will be revealed; and if it is lower than 1 under the required score no information will be gained. The item will never reveal its exact plusses to hit or its damage bonuses, although the fact that it has few or many such plusses can be discovered. If it has charges, the object will never reveal the exact number, but it will give information which is +/-25% of actual, i.e. a wand with 40 charges could feel as if it had 30, or 50, or any number in between. The item to be *identified* must be examined by the magic-user within 1 hour per level of experience of the examiner after it has been discovered, or all readable impressions will have been blended into those of the characters who have possessed it since. After casting the spell and determining what can be learned from it, the magic-user loses 8 points of constitution. He or she must rest for 6 turns per 1 point in order to regain them. If the 8 point loss drops the spell caster below a constitution of 3, he or she will fall unconscious, and consciousness will not be regained until full constitution is restored 24 hours later. The material components of this spell are a pearl (of at least 100 g.p. value) and an owl feather steeped in wine, with the infusion drunk and a live miniature carp swallowed whole prior to spell casting. If a *luckstone* is powdered and added to the infusion, probability increases 25% and all saving throws are made at +4.

Jump (Alteration)

Level: 1
Range: Touch
Duration: Special
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When this spell is cast, the individual is empowered to leap up to 30' forward or 10' backward or straight upward. Horizontal leaps forward or backward are in only a slight arc — about 2'/10' of distance traveled. The *jump* spell does not insure any safety in landing or grasping at the end of the leap. For every 3 additional levels of experience of the magic-user beyond the 1st, he or she is able to empower 1 additional leap, so a 4th level magic-user can cast a *jump* spell which enables the recipient to make 2 leaps, 3 leaps at 7th level, etc. All leaps must be completed within 1 turn after the spell is cast, for after that period has elapsed the spell wears off. The material component of this spell is a grasshopper's hind leg, one for each leap, to be broken when the leap is made.

Light (Alteration)

Level: 1
Range: 6"
Duration: 1 turn/level
Area of Effect: 2" radius globe

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: With the exceptions noted above, this spell is the same as the first level cleric *light* spell (q.v.).

Magic Missile (Evocation)

Level: 1
Range: 6" + 1"/level
Duration: Special
Area of Effect: One or more creatures in a 10 square foot area

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: Use of the *magic missile* spell creates one or more magical missiles which dart forth from the magic-user's fingertip and unerringly strike their target. Each missile does 2 to 5 hit points (d4+1) of damage. If the magic-user has multiple missile capability, he or she can have them strike a single target creature or several creatures, as desired. For each level of experience of the magic-user, the range of his or her *magic missile* extends 1" beyond the 6" base range. For every 2 levels of experience, the magic-user gains an additional missile, i.e. 2 at 3rd level, 3 at 5th level, 4 at 7th level, etc.

Melt (Alteration)

Level: 1
Range: 3"
Duration: 1 round/level
Area of Effect: 1 cu. yd. of ice or 2 cu. yds. of snow per level of caster

Components: V, S, M
Casting Time: 1 segment
Saving Throw: Special

Explanation/Description: When a *melt* spell is cast, the magic-user effectively raises the temperature in the area of effect. This sudden increase in warmth will melt ice in 1 round, so that a 1st level magic-user can melt a cube of solid ice, 1 yard on a side, in 1 round after the spell is cast, so that the ice becomes water. Twice this volume of snow can be affected, so that the spell will melt 1 cubic yard of snow in 1/2 round, or will turn 2 cubic yards (1 yd. x 1 yd. x 2 yds.) of snow to water in 1 round. Against such monsters as white dragons, winter wolves, yeti, woolly rhinos, those composed of para-elemental ice, and the like, a *melt* spell will inflict 2 points of damage per level of the spell caster, or 1 point per level if the subject creature makes its saving throw versus spell. The *melt* spell is generally ineffective against types of creatures other than those enumerated above. The material components for a *melt* spell are a few crystals or rock salt and a pinch of soot.

Mending (Alteration)

Level: 1
Range: 3"
Duration: Permanent
Area of Effect: One object

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell repairs small breaks in objects. It will weld a broken ring, chain link, medallion or slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a *mending* spell. This spell will not repair magic items of any kind. The material components of this spell are two small magnets of any type (lodestone in all likelihood) or two burrs.

**Message** (Alteration)

Level: 1
Range: 6" + 1"/level
Duration: 5 segments + 1 segment/level
Area of Effect: 1/4" path

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user can whisper a message and secretly, or openly, point his or her finger while so doing, and the whispered message will travel in a straight line and be audible to the creature pointed at. The message must fit spell duration, and if there is time remaining, the creature who received the message can whisper a reply and be heard by the spell caster. Note that there must be an open and unobstructed path between the spell caster and the recipient of the spell. The material component of the spell is a short piece of copper drawn fine.

Mount (Conjuration/Summoning)

Level: 1
Range: 1"
Duration: 12 turns + 6/level
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By means of this spell, the caster calls a normal animal to serve him or her as a mount. The animal will serve willingly and well, but at the expiration of the spell duration it will disappear, returning to its own place. The type of mount gained by this spell depends on the level of the caster; of course, a caster of sufficiently high level to qualify for a camel (for instance) can choose a "lower level" mount if he or she so desires. Available mounts are these:

- 1st through 3rd level: mule or light horse
- 4th through 7th level: draft horse or warhorse
- 8th through 12th level: camel
- 13th level & up: elephant (and hounda at 18th level)

The *mount* will not come with any riding gear, unless it is of a class lower than the caster would normally be entitled to gain, i.e. a 4th level magic-user can gain a warhorse *without* saddle and harness or a light horse *with* saddle and harness. The statistics of the animal gained are typical of all creatures of the same class. The material component of the spell is a bit of hair or dung from the type of animal to be conjured.

Nystul's Magic Aura (Illusion/Phantasm)

Level: 1
Range: Touch
Duration: 1 day/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: Special

Explanation/Description: By means of this spell any one item of a weight of 50 g.p. per level of experience of the spell caster can be given an aura which will be noticed if detection of magic is exercised upon the object. If the object bearing the *Nystul's Magic Aura* is actually held by the creature detecting for a dweomer, he, she or it is entitled to a saving throw versus magic, and if this throw is successful, the creature knows that the aura has been placed to mislead the unwary. Otherwise, the aura is simply magical, but no amount of testing will reveal what the magic is. The component for this spell is a small square of silk which must be passed over the object to bear the aura.

Precipitation (Alteration)

Level: 1
Range: 1"/level
Duration: 1 segment/level
Area of Effect: 3" diam. cylinder up to 12" high

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None (& special)

Explanation/Description: This spell is identical to the 1st-level clerical spell of the same name, except that a holy symbol is not part of the material component.

MAGIC USER SPELLS, 1ST LEVEL

Protection From Evil (Abjuration) Reversible

Level: 1
Range: Touch
Duration: 2 rounds/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: With the differences shown above, and the requirement of powdered iron and silver as the material components for tracing the magic circle for *protection from evil*, the spell is the same as the first level cleric *protection from evil* spell (q.v.).

Push (Conjuration/Summoning)

Level: 1
Range: 1' + 1/4"/level
Duration: Instantaneous
Area of Effect: Special

Components: V, S, M
Casting Time: 1 segment
Saving Throw: Neg.

Explanation/Description: Upon pronouncing the syllables of this spell, the magic-user causes an invisible force to strike against whatever object he or she is pointing at. The force of the push is not great, being 1 foot pound per level of the magic-user casting the spell, but it can move small objects up to 1' in a direction directly away from the caster, topple an object under the proper conditions, or cause a creature to lose its balance. An example of the latter use is causing a creature attacking to lose its balance when it is attacking, for if the creature fails its saving throw, it will not be able to attack that round. Of course, the mass of the creature attacking cannot exceed the force of the push by more than a factor of 50, i.e. a 1st level magic-user cannot effectively push a creature weighing more than 50 pounds. A push spell employed against an object held by a creature will cause it to subtract the force of the spell in foot pounds (1, 2, 3, etc.) from its chance to hit or add to opponent saving throws as applicable if the creature fails to make its saving throw against magic when the spell is cast. The material component of this spell is a small pinch of powdered brass which must be blown from the palm prior to pointing at the object of the spell.

Read Magic (Divination) Reversible

Level: 1
Range: 0
Duration: 2 rounds/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By means of a *read magic* spell, the magic-user is able to read magical inscriptions on objects — books, scrolls, weapons and the like — which would otherwise be totally unintelligible to him or her. (The personal books of the magic-user, and works already magically read, are intelligible.) This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a curse scroll. Furthermore, once the spell is cast and the magic-user has read the magical inscription, he or she is thereafter able to read that particular writing without recourse to the use of the *read magic* spell. The duration of the spell is 2 rounds per level of experience of the spell caster. The material component for the spell is a clear crystal or mineral prism. Note that the material is not expended by use. The reverse of the spell, *unreadable magic*, makes such writing completely unreadable to any creature, even with the aid of a *read magic*, until the spell wears off or the magic is dispelled. The material components for the reverse spell are a pinch of dirt and a drop of water.

Run (Enchantment)

Level: 1
Range: Touch
Duration: 5-8 hours
Area of Effect: Special (humans, demi-humans only)

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: The *run* spell enables the recipient to run at full speed (twice normal speed) for from 5-8 hours without tiring. However, after so running the individual must spend a like number of hours resting, as well as drinking plenty of liquids and eating heartily. For every 2 levels of experience of the spell caster, another individual can be affected, i.e. at 4th level, 2 individuals can be touched and empowered to *run*; at 6th level, 3 individuals; etc. Only humans and demi-humans in their natural forms are affected by this spell, and barbarians having the special running ability of that class are immune to

the spell's effects. The material component of this spell is an elixir made from the juice of dried plums boiled in spring water and the oil of 5-8 beans of a spurge (castor) plant.



Shield (Evocation)

Level: 1
Range: 0
Duration: 5 rounds/level
Area of Effect: Special

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When this spell is cast, an invisible barrier before the front of the magic-user comes into being. This shield will totally negate magic missile attacks. It provides the equivalent protection of armor class 2 against hand hurled missiles (axes, darts, javelins, spears, etc.), armor class 3 against small device-propelled missiles (arrows, bolts, bullets, manticore spikes, sling stones, etc.), and armor class 4 against all other forms of attack. The shield also adds +1 to the magic-user's saving throw dice vs. attacks which are basically frontal. Note that all benefits of the spell accrue only to attacks originating from the front facing the magic-user, where the shield can move to interpose itself properly.

Shocking Grasp (Alteration)

Level: 1
Range: Touch
Duration: One touch
Area of Effect: Creature touched

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When the magic-user casts this spell, he or she develops a powerful electrical charge which gives a jolt to the creature touched. The *shocking grasp* delivers from 1 to 8 hit points damage (d8), plus 1 hit point per level of the magic-user, i.e. a 2nd level magic-user would discharge a shock causing 3 to 10 hit points of damage. While the magic-user must only come close enough to his or her opponent to lay a hand on the opponent's body or upon an electrical conductor which touches the opponent's body, a like touch from the opponent does not discharge the spell.



Sleep (Enchantment/Charm)

Level: 1
 Range: 3" + 1"/level
 Duration: 5 rounds/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: When a magic-user casts a *sleep* spell, he or she will usually cause a comatose slumber to come upon one or more creatures [other than *undead* and certain other creatures specifically excluded (see **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**) from the spell's effects]. All creatures to be affected by the *sleep* spell must be within a 3" diameter circle. The number of creatures which can be affected is a function of their life energy levels, expressed as hit dice and hit points:

Creatures Hit Dice	Number Affected By Sleep Spell
up to 1	4-16 (4d4)
1 + 1 to 2	2-8 (2d4)
2 + 1 to 3	1-4 (1d4)
3 + 1 to 4	1-2 (1/2d4, round off)
4 + 1 to 4 + 4	0-1 (d4, 3 or 4)

The area of effect is determined by the range and area center decided upon by the spell caster. Slapping or wounding will awaken affected creatures, but noise will not do so. Awakening requires 1 complete melee round. Note that sleeping creatures can be slain automatically at a rate of 1 per slayer per melee round. The material component for this spell is a pinch of fine sand, rose petals, or a live cricket.

Spider Climb (Alteration)

Level: 1
 Range: Touch
 Duration: 1 round + 1 round/level
 Area of Effect: Creature touched

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: A *spider climb* spell enables the recipient to climb and travel upon vertical surfaces just as a giant spider is able to do, i.e. at 3" movement rate, or even hang upside down from ceilings. Note that the affected creature must have bare hands and feet in order to climb in this manner. During the course of the spell the recipient cannot handle objects which weigh less than 50 g.p., for such objects will stick to the creature's hands/feet, so a magic-user will find it virtually impossible to cast spells if under a *spider climb* dweomer. The material components of this spell are a drop of bitumen and a live spider, both of which must be eaten by the spell recipient.

Taunt (Enchantment)

Level: 1
 Range: 3"
 Duration: Instantaneous
 Area of Effect: 2 levels or hit dice per level of caster

Components: V, S
 Casting Time: 1 round
 Saving Throw: Neg.

Explanation/Description: A *taunt* spell enables the caster to jape and jeer effectively with respect to any creature with an intelligence of 2 or greater. The spell's dweomer gives the magic-user's words and sounds real meaning to the subject creature or creatures. These words and sounds will challenge the subject(s), be insulting, and in general cause irritation and anger. If the subject creature or creatures fail to save versus spell, the *taunt* spell will cause them to rush forth in fury to do battle with the spell caster, and each and every affected creature so coming will certainly attack the spell caster if physically capable of doing so, i.e. they will seek to use body weapons and hand-held weapons rather than attacking from a distance. Separation by an impenetrable or uncrossable boundary (a *wall of flame*, a deep chasm) will cause the spell to break. Only one sort of creature can be affected by a single *taunt* spell; in a mixed group of orcs and goblins (for instance) the caster would be able to affect either the orcs or the goblins (caster's choice), but not both at once. The magic affects creatures closest to the spell caster first, regardless of maximum range. Thus, if a group of gnolls were being *taunted* by a 10th-level magic-user, the nearest ten creatures would be subject to the spell first, even though the spell caster might prefer to affect the gnollish shaman at the rear of the group. Troops under a strong leader would gain a saving throw bonus of +1 to +4, at the DM's discretion.

Tenser's Floating Disc (Evocation)

Level: 1
 Range: 2"
 Duration: 3 turns + 1 turn/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: With this spell, the caster creates the circular plane of null-gravity known as *Tenser's Floating Disc* after the famed wizard of that appellation (whose ability to locate treasure and his greed to recover every copper found are well known). The disc is concave, 3' in diameter, and holds 1,000 g.p. weight per level of the magic-user casting the spell. The disc floats at approximately 3' above the ground at all times and remains level likewise. It maintains a constant interval of 6' between itself and the magic-user if unbidden. It will otherwise move within its range, as well as along with him at a rate of 6", at the command of the magic-user. If the spell caster moves beyond range, or if the spell duration expires, the *floating disc* winks out of existence and whatever it was supporting is precipitated to the surface beneath it. The material component of the spell is a drop of mercury.

Unseen Servant (Conjuration/Summoning)

Level: 1
 Range: 0
 Duration: 6 turns + 1 turn/level
 Area of Effect: 3" radius of spell
 caster

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: The *unseen servant* is a non-visible valet, a butler to step and fetch, open doors and hold chairs, as well as to clean and mend. The spell creates a force which is not strong, but which obeys the command of the magic-user. It can carry only light-weight items — a maximum of 200 gold pieces weight suspended, twice that amount moving across a relatively friction-free surface such as a smooth stone or wood floor. It can only open normal doors, drawers, lids, etc. The *unseen servant* cannot fight, nor can it be killed, as it is a force rather than a creature. It can be magically dispelled, or eliminated after taking 6 hit points of magical damage. The material components of the spell are a piece of string and a bit of wood.

Ventriloquism (Illusion/Phantasm)

Level: 1
 Range: 1"/level, maximum 6"
 Duration: 2 rounds + 1 round/level
 Area of Effect: One object

Components: V, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: This spell enables the magic-user to make it sound as if his or her voice — or someone's voice or similar sound — is issuing from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The spell caster is able to make his or her voice sound as if a different creature were speaking or making the noise; of course, in a language known by him or her, or a sound which the caster can normally make. With respect to such voices and sounds, there is a 10% chance per point of intelligence above 12 of the hearer that the ruse will be recognized. The material component of the spell is a small cone of parchment.

Wizard Mark (Alteration)

Level: 1
 Range: *Touch*
 Duration: *Permanent*
 Area of Effect: *1 sq. ft.*

Components: *V, S, M*
 Casting Time: *1 segment*
 Saving Throw: *None*

Explanation/Description: When this spell is cast, the magic-user is able to inscribe, visibly or invisibly, his or her personal rune or mark, as well as up to six additional characters of smaller size. A *wizard mark* spell allows the caster to etch the rune upon stone, metal, or any softer substance without harm to the material upon which the mark is placed. If an invisible mark is made, *detect magic* will cause it to glow and be readable (which does not necessarily imply understandability). *Detect invisibility*, *true seeing*, *true sight*, a *gem of seeing*, or a *robe of eyes* will likewise note an invisible *wizard mark*. A *read magic* spell will reveal the maker's intent, and an *erase* spell will wipe clean a *wizard marked* surface. The material components for the casting of this spell are a pinch of diamond dust (about 50 gp worth) and a pigment or pigments for the coloration of the mark. If the mark is to be invisible, the pigments are still needed, but the caster uses a stylus of some sort rather than his or her digit.

Write (Evocation)

Level: 1
 Range: 0
 Duration: *1 hour/level*
 Area of Effect: *One magical spell inscription*

Components: *V, S, M*
 Casting Time: *1 round*
 Saving Throw: *Special*

Explanation/Description: By means of this spell a magic-user might be able to inscribe a spell he or she cannot understand at the time (due to level or lack of sufficient intelligence) into the tome or other compilation he or she employs to maintain a library of spells. The magic-user must make a saving throw versus magic to attempt the writing of any spell, +2 if it is only up to 1 level greater than he or she currently uses, 0 at 2 levels higher, and -1 per level from 3 levels higher onwards. If this throw fails, the magic user is subject to 1d4 of damage for every level of the spell he or she was attempting to transcribe into his or her magic book, and furthermore be knocked unconscious for a like number of turns. This damage, if not fatal, can only be healed at the rate of 1-4 points per day, as it is damage to psyche and body. Furthermore, a spell will take 1 hour per level to transcribe in this fashion, and during this period, the magic-user is in a trance state and can always be surprised by any foe. In addition to the writing surface upon which the spell is to be transcribed, the spell caster needs a fine ink composed of rare substances (minimum cost 200 g.p. per bottle, if available at all without manufacture by the magic-user).

**Second Level Spells:****Audible Glamer (Illusion/Phantasm)**

Level: 2
 Range: *6" + 1"/level*
 Duration: *2 rounds/level*
 Area of Effect: *Hearing range*

Components: *V, M*
 Casting Time: *2 segments*
 Saving Throw: *Special*

Explanation/Description: When the *audible glamer* spell is cast, the magic-user causes a volume of sound to arise, at whatever distance he or she desires (within range), and seeming to recede, close, or remain in a fixed place as desired. The volume of sound caused, however, is directly related to the level of the spell caster. The relative noise is based upon the lowest level at which the spell can be cast, 3rd level. The noise of the *audible glamer* at this level is that of 4 men, maximum. Each additional experience level adds a like volume, so at 4th level the magic-user can have the spell cause sound equal to that of 8 men, maximum. Thus, talking, singing, or shouting, and/or walking, marching or running sounds can be caused. The auditory illusion created by an *audible glamer* spell can be virtually any type of sound, but the relative volume must be commensurate with the level of the magic-user casting the spell. A horde of rats running and

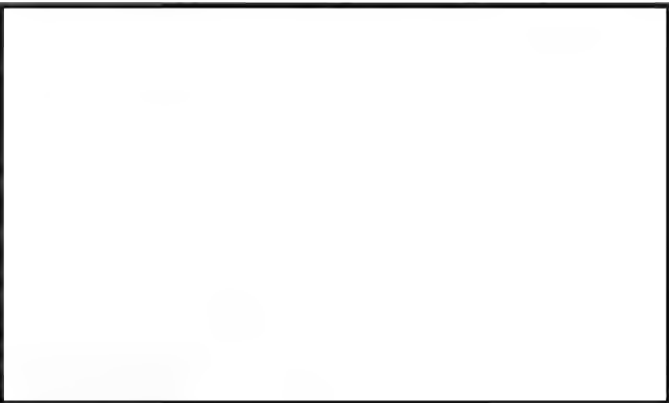
squeaking is about the same volume as 8 men running and shouting. A roaring lion is equal to the noise volume of 16 men, while a roaring dragon is equal to the noise volume of no fewer than 24 men. If a character states that he or she does not believe the sound, a saving throw is made, and if it succeeds, the character then hears nothing, or possibly just a faint sound. Note that this spell is particularly effective when cast in conjunction with *phantasmal force* (see below). The material component of the spell is a bit of wool or a small lump of wax.

Bind (Alteration/Enchantment)

Level: 2
 Range: *3"*
 Duration: *1 round/level*
 Area of Effect: *Special*

Components: *V, S, M*
 Casting Time: *2 segments*
 Saving Throw: *None*

Explanation/Description: When this spell is employed, the magic-user causes any ropelike object of non-living material to behave as he or she orders. The subject can be string, yarn, cord, line, rope, or even a cable. About 50' of normal rope (1 inch diameter), plus 5' per level of the spell caster, can be affected. Reduce length proportionately when diameter increases, and increase length by 50% when diameter is halved. The commands possible to give under a *bind* spell are: *Coil* (form a neat, coiled stack); *Coil & Knot*; *Loop*; *Loop & Knot*; *Tie & Knot*; and the reverses of all of the above (*Uncoil*, etc.). The rope or other ropelike object must be within about 1 foot of any object in order for it to respond properly, so it must usually be thrown or hurled nearby. Any creature affected by the ropelike object can, of course, interact with it as if it were a normal object. The creature's hold overrides the *dweomer* on the rope, and the rope takes 2 points of slashing damage before breaking. The rope cannot be used as a garrot, but can be used as a trip line or to *entangle* (as the druid spell) a single opponent. The *dweomer* does not cause the rope to have magical properties beyond its ability to obey commands (cf. *rope of climbing*, *rope of entanglement*).

**Continual Light (Alteration)**

Level: 2
 Range: *6"*
 Duration: *Permanent*
 Area of Effect: *6" radius globe*

Components: *V, S*
 Casting Time: *2 segments*
 Saving Throw: *None*

Explanation/Description: This spell is the same as the third level cleric spell *continual light*, except that the range is only 6" not 12", and it cannot be reversed by the caster.

Darkness, 15' Radius (Alteration)

Level: 2
 Range: *1"/level*
 Duration: *1 turn + 1 round/level*
 Area of Effect: *1 1/2" radius globe*

Components: *V, M*
 Casting Time: *2 segments*
 Saving Throw: *None*

Explanation/Description: This spell causes total, impenetrable darkness in the area of its effect. Infravision or ultravision are useless. Neither normal nor magical light will work unless a *light* or *continual light* spell is used. In the former event, the *darkness* spell is negated by the *light* spell and vice versa. The material components of this spell are a bit of bat fur and either a drop of pitch or a piece of coal.

Deepockets (Alteration/Enchantment)

Level: 2
 Range: *Touch*
 Duration: 24 turns + 6/level
 Area of Effect: *One garment*

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: *None*

Explanation/Description: This spell allows the magic-user to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 300 gp value) is fashioned so as to contain numerous hand-sized pockets. One dozen is the minimum number. The *deepockets* spell then makes one of these pockets able to hold 1,000 gp worth of weight (5 cubic feet volume) as if it were only 100 gp of weight. Furthermore, there will be no discernible bulge where the special pocket is. The spell can be changed to allow 10 pockets each of 100 gp weight capability (1/2 cubic foot volume each). If a robe or like garment is sewn with 100 or more pockets (1,000 gp minimum cost), then 100 pockets can be dweomered to contain 10 gp weight each and hold 1/6 cubic foot volume each. If the spell duration expires while there is material within the enchanted pockets, or a *dispel magic* is cast upon the enchanted garment, the wearer must make a saving throw versus spell. Failure indicates the material in those pockets has gone from extra-dimensional space to astral space — lost forever. Success indicates the material suddenly and totally appears around the wearer, and immediately falls to the ground. In addition to the garment, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

Detect Evil (Divination) Reversible

Level: 2
 Range: 6"
 Duration: 5 rounds/level
 Area of Effect: 1" path

Components: V, S
 Casting Time: 2 segments
 Saving Throw: *None*

Explanation/Description: Except as noted above, this spell is the same as the first level cleric *detect evil* (q.v.).

Detect Invisibility (Divination)

Level: 2
 Range: 1"/level
 Duration: 5 rounds/level
 Area of Effect: 1" path

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: *None*

Explanation/Description: When the magic-user casts a *detect invisibility* spell, he or she is able to clearly see any objects which are invisible, as well as astral, ethereal, hidden, invisible or out of phase creatures. Detection is in the magic-user's line of sight along a 1" wide path to the range limit. The material components of this spell are a pinch of talc and a small sprinkling of powdered silver.

ESP (Divination)

Level: 2
 Range: 1/2"/level, 9" maximum
 Duration: 1 round/level
 Area of Effect: *One creature per probe*

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: *None*

Explanation/Description: When an *ESP* spell is used, the caster is able to detect the surface thoughts of any creatures in range — except creatures with no mind (as we know it), such as all of the *undead*. The *ESP* is stopped by 2 or more feet of rock, 2 or more inches of any metal other than lead, or a thin sheet of lead foil. The magic-user employing the spell is able to probe the surface thoughts of 1 creature per turn, getting simple instinctual thoughts from lower order creatures. Probes can continue on the same creature from round to round. The caster can use the spell to help determine if some creature lurks behind a door, for example, but the *ESP* will not always reveal what sort of creature it is. The material component of this spell is a copper piece.

Flaming Sphere (Alteration/Evocation)

Level: 2
 Range: 1"
 Duration: 1 round/level
 Area of Effect: 6' diameter sphere

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: *Neg.*

Explanation/Description: A *flaming sphere* spell causes a burning globe of normal-type fire to come into being up to 1" distant from the spell caster. This sphere will then begin rolling in the direction in which the magic-user points, even though it might be uphill. It will roll over low barriers such as walls, furniture, etc., as long as these barriers are not over 4' tall. Flammable substances will be set afire by contact with the sphere. Creatures struck will suffer 2-8 points of damage. All creatures within a 5' radius of the sphere's center must save versus spell or else take the indicated damage. A successful save negates the *flaming sphere*. The *flaming sphere* moves at a rate of 1" per round as long as the spell caster points in the direction it is to move, for it otherwise merely stays at rest and flames. It can be extinguished by the same means as any normal fire of its size. The material components are a bit of tallow, a pinch of sulphur, and a dusting of powdered iron.

Fools Gold (Alteration)

Level: 2
 Range: 1"
 Duration: 6 turns/level
 Area of Effect: 1 cubic foot per level of the magic-user

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: *None*

Explanation/Description: Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold for the spell duration by means of this dweomer. Note that a huge amount of copper or brass can be turned to gold by the spell — assume 4,000 g.p. are equal to a cubic foot for purposes of this spell. Any creature viewing *fools gold* is entitled to a saving throw which must be equal to or less than its intelligence score, but for every level of the magic-user the creature must add 1 to his dice score, so it becomes unlikely that *fools gold* will be detected if it was created by a high level caster. If the "gold" is struck hard by an object of cold-wrought iron, there is a slight chance it will revert to its natural state, depending on the material component used to create the "gold": if a 50 g.p. citrine is powdered and sprinkled over the metal to be changed, the chance that cold iron will return it to its true nature is 30%; if a 100 g.p. amber stone is powdered, there is a 25% chance that iron will dispel the dweomer; if a 500 g.p. topaz is powdered, the chance drops to 10%; and if a 1,000 g.p. oriental (corundum) topaz is powdered, there is only a 1% chance that the cold iron will reveal that it is *fools gold*.

Forget (Enchantment/Charm)

Level: 2
 Range: 3"
 Duration: *Permanent*
 Area of Effect: 2" X 2"

Components: V, S
 Casting Time: 2 segments
 Saving Throw: *Neg.*

Explanation/Description: By means of this dweomer the spell caster causes creatures within the area of effect to forget the events of the previous round (1 minute of time previous to the utterance of the spell). For every 3 levels of experience of the spell caster another minute of past time is forgotten. Naturally, *forget* in no way negates any *charm*, *suggestions*, *geases*, *quests*, or similar spells, but it is possible that the creature who caused such magic to be placed upon the victim of a *forget* spell could be forgotten by this means. From 1-4 individual creatures can be affected by the spell, at the discretion of the caster. If only 1 is to be affected, the recipient saves versus magic at -2 on the dice; if 2 are spell objects, they save at -1; and if 3 or 4 are to be made to *forget* by this dweomer, they save normally. A clerical *heal* or *restoration* spell, specially cast for this purpose, will restore the lost memories, as will a *wish*, but other means will not serve to do so.

MAGIC USER SPELLS, 2ND LEVEL

Invisibility (Illusion/Phantom)

Level: 2
Range: Touch
Duration: Special
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: This spell causes the recipient to vanish from sight and not be detectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced with respect to noises normal to it. The spell remains in effect until it is magically broken or dispelled, or the magic-user or the other recipient cancels it or until he, she or it attacks any creature. Thus, the spell caster or recipient could open doors, talk, eat, climb stairs, etc., but if any form of attack is made, the invisible creature immediately becomes visible, although this will allow the first attack by the creature because of the former invisibility. Even the allies of the spell recipient cannot see the invisible creature, or his, her or its gear, unless these allies can normally see invisible things or employ magic to do so. Note that all highly intelligent creatures with 10 or more hit dice, or levels of experience, or the equivalent in intelligence/dice/levels have a chance to automatically detect invisible objects. The material components of the invisibility spell are an eyelash and a bit of gum arabic, the former encased in the latter.

Irritation (Alteration)

Level: 2
Range: 1"/level
Duration: Special
Area of Effect: One creature

Components: V, S, M
Casting Time: 2 segments
Saving Throw: Neg.

Explanation/Description: An irritation spell affects the epidermis of the subject creature. Creatures having very thick or insensitive skins (such as buffalo, elephants, scaled creatures, etc.) are basically unaffected by the dweomer. There are two versions of the spell, either of which can be cast from the standard preparation:

Itching — When cast, this causes the subject to feel an instant itching sensation on some portion of its body. If 5-8 segments are not immediately spent scratching this irritated area, the subject creature will be so affected that the next 3 rounds will be spent squirming and twisting, effectively lowering the subject's armor class by 4 and its "to hit" probability by 2 during this time. Spells are ruined for the initial round this spell is in effect, but not for the following three rounds.

Rash — When a rash version of the spell is cast, the subject creature will notice nothing for 1-4 rounds, but thereafter its entire skin will begin to break out in red welts which faintly itch. The rash will persist until either a cure disease or dispel magic is cast upon it. It lowers comeliness by 1 point per day until four days have passed, i.e. maximum loss of comeliness is 4 points. After one week, the subject's dexterity is lowered by 1 point also. Symptoms vanish immediately upon the removal of the rash, all statistics returning to normal.

The material component for this spell is powdered leaf from poison ivy, oak, or sumac.

Knock (Alteration)

Level: 2
Range: 6"
Duration: Special
Area of Effect: 10 square feet/level

Components: V
Casting Time: 1 segment
Saving Throw: None

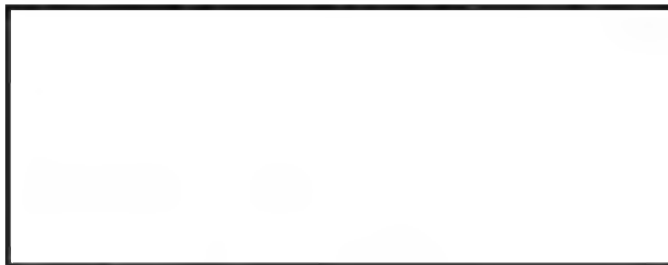
Explanation/Description: The knock spell will open stuck or held or wizard-locked doors. It will also open barred or otherwise locked doors. It causes secret doors to open. The knock spell will also open locked or trick-opening boxes or chests. It will loose shackles or chains as well. If it is used to open a wizard-locked door, the knock does not remove the former spell, but it simply suspends its functioning for 1 turn. In all other cases, the knock will permanently open locks or welds — although the former could be closed and locked again thereafter. It will not raise bars or similar impediments (such as a portcullis). The spell will perform two functions, but if a door is locked, barred, and held, opening it will require two knock spells.

Know Alignment (Divination) Reversible

Level: 2
Range: 1"
Duration: 1 round/level
Area of effect: One creature per 2 rounds

Components: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the 2nd-level clerical spell of the same name. If a target creature is scried for only one round, only its alignment ethic (law/chaos) will be discerned.



Leomund's Trap (Illusion/Phantom)

Level: 2
Range: Touch
Duration: Permanent
Area of Effect: Object touched

Components: V, S, M
Casting Time: 3 rounds
Saving Throw: None

Explanation/Description: This false trap is designed to fool the dwarf and/or thief attempting to pilfer or otherwise steal the spell caster's goods. It enables the magic-user to place a dweomer upon any small mechanism or device such as a lock, hinge, hasp, screw-on cap, ratchet, etc. Any examination by a character able to detect traps will be 80% likely to note the Leomund's Trap and believe it to be real. This probability reduces by 4% for each level of experience of the examiner beyond the first. If the supposed "trap" is then to be removed, it is only 20% likely that the creature attempting it will believe he or she has succeeded, +4% probability per level of experience of the remover. Of course, the spell is illusory, nothing will happen if the trap is ignored, and its primary purpose is to frighten away thieves or make them waste precious time. The material component of the spell is a piece of iron pyrite touched to the object to be "trapped". Only one Leomund's Trap may be placed within a 50' by 50' area.

Levitate (Alteration)

Level: 2
Range: 2"/level
Duration: 1 turn/level
Area of Effect: Special

Components: V, S, M
Casting Time: 2 segments
Saving Throw: Neg.

Explanation/Description: When a levitate spell is cast, the magic-user can place it upon his or her person, or upon some other creature, subject to a maximum weight limit of 1,000 gold pieces equivalence per level of experience, i.e., a third level magic user can levitate up to 300 pounds (3,000 g.p.) maximum. If the spell is cast upon the person of the magic-user, he or she can move vertically at a rate of 20' per round. If cast upon another creature, the magic-user can levitate it at a maximum vertical movement of 10' per round. Horizontal movement is not empowered by this spell, but the recipient could push along the face of a cliff, for example, to move laterally. The spell caster can cancel the spell as desired. If the recipient of the spell is unwilling, that creature is entitled to a saving throw to determine if the levitate spell affects it. The material component of this spell is either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Locate Object (Divination) Reversible

Level: 2
Range: 2"/level
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: This spell is the same as the third level cleric locate object (q.v.) except that its range differs.

Magic Mouth (Alteration)

Level: 2
 Range: *Special*
 Duration: *Special*
 Area of Effect: *One object*

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: *None*

Explanation/Description: When this spell is cast, the magic-user empowers the chosen object with an enchanted mouth which suddenly appears and speaks the message which the spell caster imparted upon the occurrence of a specified event. The magic mouth can speak any message of 25 words or less in a language known by the spell caster, over a 1 turn period from start to finish. It cannot speak magic spells. The mouth moves to the words articulated, so if it is placed upon a statue, for example, the mouth of the statue would actually move and appear to speak. Of course, the magic mouth can be placed upon a tree, rock, door or any other object excluding intelligent members of the animal or vegetable kingdoms. The spell will function upon specific occurrence according to the command of the spell caster, i.e. speak to the first creature that touches you — or to the first creature that passes within 30'. Command can be as general or specific and detailed as desired, such as the following: "Speak only when an octogenerian female human carrying a sack of groat clusters sits cross-legged within 1'." Command range is 1/2" per level of the magic-user, so a 6th level magic-user can command the magic mouth to speak at a maximum encounter range of 3", i.e. "Speak when a winged creature comes within 3'." Until the speak command can be fulfilled, the magic mouth will remain in effect, thus spell duration is variable. A magic mouth cannot distinguish invisible creatures, alignments, level or hit dice, nor class, except by external garb. The material component of this spell is a small bit of honeycomb.

**Melf's Acid Arrow (Evocation)**

Level: 2
 Range: 3"
 Duration: *Special*
 Area of Effect: *One target*

Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: *Special*

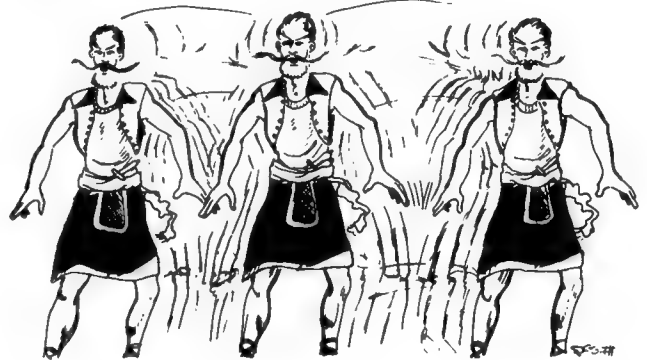
Explanation/Description: By means of this spell, the magic-user creates a magic "arrow" which speeds itself to its target as if fired from the bow of a fighter of the same level as the magic-user casting the spell. The arrow is equal to a +1 weapon for hit determination purposes. The effect of a hit might inflict damage on the target even if it would not normally be harmed by an arrow or magic weapon of only +1 value. This is due to the acid. The arrow itself does 2-5 points of damage. The acid which gushes forth when it hits is equal to an acid missile of 8-ounce volume (1' diam. area of effect, 2-8 hit points damage, plus item saving throw; splash does not apply). The acid's strength increases by one round's worth of damage for every 3 levels of experience of the spell caster above the 3rd, so that damage will occur over two rounds if the spell cast is from a 4th-6th level magic-user, unless the target can have the acid neutralized. The material components of the spell are a dart and powdered rhubarb leaf andadder stomach.

Mirror Image (Illusion/Phantasm)

Level: 2
 Range: 0
 Duration: 2 rounds/level
 Area of Effect: 6' radius of spell
 caster

Components: V, S
 Casting Time: 2 segments
 Saving Throw: *None*

Explanation/Description: When a mirror image spell is invoked, the spell caster causes from 1 to 4 exact duplicates of himself or herself to come into being around his or her person. These images do exactly what the magic-user does, and as the spell causes a blurring and slight distortion when it is effected, it is impossible for opponents to be certain which are the phantasms and which is the actual magic-user. When an image is struck by a weapon, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images seem to shift from round to round, so that if the actual magic-user is struck during one round, he or she cannot be picked out from amongst his or her images the next. To determine the number of images which appear, roll percentile dice, and add 1 to the resulting score for each level of experience of the magic-user: 25 or less = 1 mirror image, 26-50 = 2, 51-75 = 3, 75 or more = 4. At the expiration of the spell duration all images wink out.

**Preserve (Abjuration)**

Level: 2
 Range: *Touch*
 Duration: *Permanent*
 Area of Effect: 1/2 cu. ft. per level of caster

Components: V, S, M
 Casting Time: 2 rounds
 Saving Throw: *None*

Explanation/Description: A preserve spell enables the caster to retain some item fresh and whole until some later time when it is needed in a spell. Of course, the dweomer is ineffective in retaining the potency of material such as mistletoe, holly berries, and similar stuffs which must be gathered periodically. It is likewise ineffective in preserving the deceased for later resurrection. It is otherwise effectual. The sort of material which can be treated by a preserve spell depends upon the level of the caster:

Hard, relatively dry material: 2nd-4th level
 Soft, relatively wet material: 5th-7th level
 Semi-liquid and liquid materials: 8th level & up

A container is necessary only in cases where a relatively high degree of moisture is concerned. The material components of the spell are a pinch of dust, a bit of resin (or amber), and a drop of brandy.



MAGIC USER SPELLS, 2ND LEVEL

Protection From Cantrips (Abjuration)

Level: 2
Range: *Touch*
Duration: *1 day/level*
Area of Effect: *One creature or object*
Components: V, S
Casting Time: *2 segments*
Saving Throw: *None or Neg.*

Explanation/Description: By casting this spell, the magic-user provides immunity to the effects of cantrips cast by other magic-users, apprentices, or creatures that use cantrip magic. The spell will protect the caster, or one item or person that he or she touches (such as a spell book or a drawer containing spell components). Any cantrip that is cast against the person or item in question dissipates with an audible popping sound. This spell is often used by a magic-user with mischievous apprentices, or one who wishes apprentices to clean or shine an area using elbow grease instead of magic. Any unwilling target of this spell must be touched (via a roll "to hit") and is allowed a saving throw versus spell to escape the effect.

Pyrotechnics (Alteration)

Level: 2
Range: *12"*
Duration: *Special*
Area of Effect: *10 or 100 times the fire source used*
Components: V, S
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: With the exception of the differences noted above, this spell is the same as the third level druid spell *pyrotechnics* (q.v.).

Ray Of Enfeeblement (Enchantment/Charm)

Level: 2
Range: *1" + 1/4"/level*
Duration: *1 round/level*
Area of Effect: *One creature*
Components: V, S
Casting Time: *2 segments*
Saving Throw: *Neg.*

Explanation/Description: By means of a ray of *enfeeblement*, a magic-user weakens an opponent, reducing strength — and attacks which rely upon it — by 25% or more. For every level of experience beyond the third of the magic-user casting the spell, there is an additional 2% strength reduction, so that at 4th level, strength loss is 27%. Range and duration of the spell are also dependent upon the level of experience of the spell caster. For example, if a creature is struck by a ray of *enfeeblement*, it will lose the appropriate percentage of hit points of damage it scores on physical attacks (missiles, thrusting/cutting/crushing weapons, biting, clawing, goring, kicking, constriction, etc.). Your referee will determine any other reductions appropriate to the affected creature. If the target creature makes its saving throw, the spell has no effect.

Rope Trick (Alteration)

Level: 2
Range: *Touch*
Duration: *2 turns/level*
Area of Effect: *Special*
Components: V, S, M
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: When this spell is cast upon a piece of rope from 5' to 30' in length, one end of the rope rises into the air until the whole is hanging perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened in an extra-dimensional space, and the spell caster and up to five others can climb up the rope and disappear into this place of safety where no creature can find them. The rope cannot be taken into the extra-dimensional space if six persons have climbed it, but otherwise it can be pulled up. Otherwise, the rope simply hangs in air, and will stay there unless removed by some creature. The persons in the extra-dimensional space must climb down the rope prior to the expiration of the spell duration, or else they are dropped from the height to which they originally climbed when the effect of the spell wears out. The rope can be climbed by only one person at a time. Note that the *rope trick* spell allows climbers to reach a normal place if they do not climb all the way to the rope's upper end, which is in an extra-dimensional space. The material components of this spell are powdered corn extract and a twisted loop of parchment.

Score (Enchantment/Charm)

Level: 2
Range: *1"*
Duration: *3-12 rounds*
Area of Effect: *One creature*
Components: V, S, M
Casting Time: *2 segments*
Saving Throw: *Neg.*

Explanation/Description: When this spell is directed at any creature with fewer than 6 levels of experience/hit dice, it must save versus magic or fall into a fit of trembling and shaking. The frightened creature will not drop any items held unless it is encumbered. If cornered, the spell recipient will fight, but at -1 on "to hit" and damage dice rolls and all saving throws as well. Note that this spell does not have any effect on elves, half-elves, the *undead* (skeletons, zombies, ghouls, shadows, ghosts, wights, wraiths), larvae, lemures, manes, or clerics of any sort. The material component used for this spell is a bit of bone from an *undead* skeleton, zombie, ghoul, ghost or mummy.

Shatter (Alteration)

Level: 2
Range: *6"*
Duration: *Permanent*
Area of Effect: *One object*
Components: V, S, M
Casting Time: *2 segments*
Saving Throw: *Neg.*

Explanation/Description: The *shatter* spell affects non-magical objects of crystal, glass, ceramic, or porcelain such as vials, bottles, flasks, jugs, windows, mirrors, etc. Such objects are shattered into dozens of pieces by the spell. Objects above 100 gold pieces weight equivalence per level of the spell caster are not affected, but all other objects of the appropriate composition must save versus a "crushing blow" or be shattered. The material component of this spell is a chip of mica.

Stinking Cloud (Evocation)

Level: 2
Range: *3"*
Duration: *1 round/level*
Area of Effect: *2" X 2" X 2" cloud*
Components: V, S, M
Casting Time: *2 segments*
Saving Throw: *Special*

Explanation/Description: When a *stinking cloud* is cast, the magic-user causes a billowing mass of nauseous vapors to come into being up to 3" distant from his or her position. Any creature caught within the cloud must save versus poison or be helpless due to nausea from 2 to 5 rounds (d4 + 1). Those which make successful saving throws are helpless only for as long as they remain within the *cloud*, and for the round after they emerge, because of its irritating effects on visual and olfactory organs. The material components of the spell is a rotten egg or several skunk cabbage leaves.

Strength (Alteration)

Level: 2
Range: *Touch*
Duration: *6 turns/level*
Area of Effect: *Person touched*
Components: V, S, M
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: Application of this spell increases the strength of the character by a number of points — or tenths of points after 18 strength is attained and the character is in the fighter class. Benefits of the *strength* spell last for the duration of the magic. The amount of additional strength accruing to a character upon whom this spell is cast depends upon his or her class and is subject to all restrictions on strength due to race, sex or class.

Class	Minimum-Maximum
	Strength Gain
CLERIC	1-6 (d6)
FIGHTER	1-8 (d8)
MAGIC-USER	1-4 (d4)
THIEF	1-6 (d6)
MONK	1-4 (d4)

If a fighter (paladin or ranger as well) has an 18 strength already, from 10% to 80% is added to his extraordinary strength roll. All Strength addition scores above 18 are likewise treated as 1 equalling an extra 10% on the extraordinary strength rating. The material component of this spell is a few hairs or a pinch of dung from a particularly strong animal — ape, bear, ox, etc.

Tasha's Uncontrollable Hideous Laughter (Evocation)

Level: 2
Range: 5"
Duration: 1 round
Area of Effect: One creature

Components: V, S, M
Casting Time: 2 segments
Saving Throw: Special

Explanation/Description: This spell enables the caster to cause the subject to perceive everything as hilariously funny. The effect is not immediate, and the subject creature will feel only a slight tingling on the round the dweomer is placed, but on the round immediately following, it will begin smiling, then giggling, chuckling, tittering, snickering, guffawing, and finally collapsing into gales of *uncontrollable hideous laughter*. Although this magic mirth lasts only a single round, the affected creature must spend the next round regaining its feet, and it will be at -2 from its strength (or -2 "to hit" and damage) on the 3rd and 4th rounds following the spell casting. A successful save versus spell negates the effect. The saving throw depends on the intelligence of the creature. Creatures with intelligence of 3 or less are totally unaffected. Those with intelligence of 4-8 save at -6; those with intelligence of 9-12 save at -4; those with intelligence of 13-15 save at -2; and those with intelligence of 16 or greater have normal saving throw probability. The material components of the spell are a small feather, a tiny wooden paddle, and a minute tort. The tort is hurled at the subject, while the feather is waved in one hand and the paddle is tapped against the posterior of the spell caster.

Vocalize (Alteration)

Level: 2
Range: Touch
Duration: 5 rounds
Area of Effect: One spell-casting creature

Components: S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell allows the recipient to cast spells that normally require a verbal component without having to make a sound, so long as the casting of the subsequent spell(s) takes place entirely within the duration of the *vocalize* spell. This spell is of great use in situations where quiet is desired, or when the recipient is under the influence of a *silence* spell. The *vocalize* spell does not negate possible effects upon other vocal communication (a *message* spell could be cast from within an area of magical *silence*, but no information would be transmitted back to the caster). The spell does not negate the effect of *silence*, but merely offsets it for the purpose of subsequent spell casting. If a spell cast by means of a *vocalize* spell has some audible effect, that sound will be masked for as long as the *silence* remains in force. The material component of this spell is a bell without a clapper, or else a jailbird's tongue.

Web (Evocation)

Level: 2
Range: 1/2"/level
Duration: 2 turns/level
Area of Effect: Special

Components: V, S, M
Casting Time: 2 segments
Saving Throw: Neg. or 1/2

Explanation/Description: A web spell creates a many-layered mass of strong, sticky strands similar to spider webs, but far larger and tougher. These masses must be anchored to two or more points — floor and ceiling, opposite walls, etc. — diametrically opposed.

The web spell covers a maximum area of 8 cubic inches, and the webs must be at least 1" thick, so a mass 4" high, 2" wide, and 1" deep may be cast. Creatures caught within webs, or simply touching them, become stuck amongst the gluey fibers. Creatures with less than 13 strength must remain fast until freed by another or until the spell wears off. For every full turn entrapped by a web, a creature has a 5% cumulative chance of suffocating to death. Creatures with strength between 13 and 17 can break through 1' of webs per turn. Creatures with 18 or greater strength break through 1' of webs per round. (N.B. Sufficient mass equates to great strength in this case, and great mass will hardly notice webs.) Strong and huge creatures will break through 1' of webs per segment. It is important to note that the strands of a web spell are flammable. A magic flaming sword will slash them away as easily as a hand brushes away cobwebs. Any fire — torch, flaming oil, flaming sword, etc. — will set them alight and burn them away in a single round. All creatures within the webs will take 2-8 hit

points of damage from the flames, but those freed of the strands will not be harmed. Saving throw is made at -2. If the saving throw versus web is made, two results may have occurred. If the creature has room to escape then he is assumed to have jumped free. If there is no room to escape then the webs are only 1/2 strength. The material component of this spell is a bit of spider web.

Whip (Evocation)

Level: 2
Range: 1"
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 2 segments
Saving Throw: Special

Explanation/Description: By means of this spell, the magic-user creates a material, whip-like substance up to 1" distant from his or her person. The spell caster can then wield this *whip* by moving his or her hand as if it held an actual one, for the magical one will respond to movements made by its evoker. The lash can be used so as to make both a whistling crack and an actual strike each turn. The sound alone is sufficient to keep normal animals at bay unless they save versus spell. Any animal actually struck (as indicated by a normal "to hit" die roll) must save versus spell at -1 to -4 or else sink away and not return for at least an hour. Note that the *whip* does not do actual damage to the creature struck. Creatures with intelligence above 3 are not affected, nor are giant-sized animals above bear-size, nor are monsters. The *whip* can also be used in melee combat, a successful "to hit" roll indicating that the lash has struck and wrapped around an opponent's weapon. If that weapon is an edged one, the *whip* must make a saving throw versus *crushing blow* (13 or better); if the weapon is non-edged, the *whip* must save versus *normal blow* (6 or better). Success on this saving throw indicates that the *whip* has torn the weapon from the opponent's hand — unless the opponent succeeds on a saving throw versus spell. An affected weapon will be cast to the ground, and the opponent must take 1 round to recover it. The magic bonus of a target weapon applies as a penalty to the *whip's* saving throw versus *crushing blow* or *normal blow*, and the magic resistance of an intended target opponent must fail for a "to hit" roll to be possible in the first place. The material component of the spell is a small bit of silk braided so as to form a miniature whip.

Wizard Lock (Alteration)

Level: 2
Range: Touch
Duration: Permanent
Area of Effect: 30 square feet/level

Components: V, S
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: When a wizard lock spell is cast upon a door, chest or portal, it magically locks it. The wizard-locked door or object can be opened only by breaking, a *dispel magic*, a *knock* spell (qq.v.), or by a magic-user 4 or more levels higher than the one casting the spell. Note that the last two methods do not remove the wizard lock, they only negate it for a brief duration. Creatures of extra-dimensional nature do not affect a wizard lock as they do a held portal (see *hold portal*).

Zephyr (Evocation)

Level: 2
Range: 0
Duration: 1 segment
Area of Effect: 1" path, 1/2" per level in length

Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: By means of this spell, a gentle draft of air moves from the spell caster and travels in the direction that he or she is facing. It continues until the maximum area of effect is reached. The force of the *zephyr* is sufficient to cause small flames to waver and dance. It fans flames and fires of larger size, making them hotter (+1 on damage dice, if applicable). It will hold back moving clouds of vapors (such as a *cloudkill*) for 1 round. It will weaken such vapors as *fog cloud* and *wall of fog* so as to reduce their duration by half. It will move stagnant air, vapors, or even poisonous gases backwards by 1", and this force likewise reduces their duration and potency by half, unless the vapor or gas is renewed by some source. The material component for this spell is a piece of fine parchment, accordion-folded and tacked near the bottom with a pin or ivory or silver.

MAGIC USER SPELLS, 2ND LEVEL

Third Level Spells:

Blink (Alteration)

Level: 3
Range: 0
Duration: 1 round/level
Area of Effect: Personal
Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: By means of this spell, the magic-user causes his or her material form to "blink" out and back to this plane once again in random period and direction during the duration of each minute the spell is in effect. (Cf. **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL, Blink Dog.**) The segment of the round that the spell caster "blinks out" is determined by random roll with 2d4, and during this same segment he or she will appear again 2' distant from his or her previous position. (Direction is determined by roll of d8: 1 = right ahead, 2 = right, 3 = right behind, 4 = behind, 5 = left behind, 6 = left, 7 = left ahead, 8 = ahead.) If some object is already occupying the space where the spell caster is indicated as "blinking" into, his or her form is displaced in a direction away from original (round starting) position for any distance necessary to appear in empty space, but never in excess of an additional 10'. If that extra distance still dictates the magic-user and another solid object are to occupy the same space, the spell caster is then trapped on the ethereal plane. During and after the *blink* segment of a round, the spell caster can be attacked only by opponents able to strike both locations at once, e.g. a *breath weapon*, *fireball*, and similar wide area attack forms. Those not so able can only strike the magic-user if they managed to attack prior to the "blink" segment. The spell caster is only 75% likely to be able to perform any acts other than physical attack with a hand-held stabbing or striking weapon during the course of this spell. That is, use of any spell, device, or item might not be accomplished or accomplished in an incorrect manner or in the wrong direction. Your referee will determine success/failure and the results thereof according to the particular action being performed.

Clairaudience (Divination)

Level: 3
Range: Special
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: The clairaudience spell enables the magic-user to concentrate upon some locale and hear in his or her mind whatever noise is within a 6'' radius of his or her determined *clairaudience* locale center. Distance is not a factor, but the locale must be known, i.e. a place familiar to the spell caster or an obvious one (such as behind a door, around a corner, in a copse of woods, etc.). Only sounds which are normally detectable by the magic-user can be heard by use of this spell. Only metal sheeting or magical protections will prevent the operation of the spell. Note that it will function only on the plane of existence on which the magic-user is at the time of casting. The material component of the spell is a small silver horn of at least 100 g.p. value, and casting the spell causes it to disappear.

Clairvoyance (Divination)

Level: 3
Range: Special
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Similar to the *clairaudience* spell, the *clairvoyance* spell empowers the magic-user to see in his or her mind whatever is within sight range from the spell locale chosen. Distance is not a factor, but the locale must be known — familiar or obvious. Furthermore, light is a factor whether or not the spell caster has the ability to see into the infrared or ultraviolet spectrums. If the area is dark, only a 1'' radius from the center of the locale of the spell's area of effect can be clairvoyed; otherwise, the seeing extends to normal vision range. Metal sheeting or magical protections will foil a *clairvoyance* spell. The spell functions only on the plane on which the magic-user is at the time of casting. The material component of the spell is a pinch of powdered pineal gland from a human or humanoid creature.

Cloudburst (Alteration)

Level: 3
Range: 1''/level
Duration: 1 round
Area of Effect: 3'' diam. cylinder up to 6'' high
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None (& special)

Explanation/Description: This spell is identical to the 3rd-level clerical spell of the same name, except that a holy symbol is not part of the material component.

Detect Illusion (Divination)

Level: 3
Range: Touch
Duration: 2 rounds + 1/level
Area of Effect: Line of sight 1'' wide, 1''/level long
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: This spell is the same as the 1st-level illusionist spell *detect illusion*, except as noted above.

Dispel Magic (Abjuration)

Level: 3
Range: 12''
Duration: Permanent
Area of Effect: 3'' cube
Components: V, S
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the third level cleric spell *dispel magic* (q.v.).

Explosive Runes (Alteration)

Level: 3
Range: Touch
Duration: Special
Area of Effect: 1'' radius
Components: V, S
Casting Time: 3 segments
Saving Throw: ½ or none

Explanation/Description: By tracing the mystic runes upon a book, map, scroll, or similar instrument bearing written information, the magic-user prevents unauthorized reading of such. The *explosive runes* are difficult to detect, 5% per level of magic use experience of the reader, thieves having only a 5% chance in any event. When read, the *explosive runes* detonate, delivering a full 12 to 30 (6d4 + 6) hit points of damage upon the reader, who gets no saving throw, and either a like amount, or half that if saving throws are made, on creatures within the blast radius. The magic-user who cast the spell, as well as any other magic-users he or she instructs, can use the instrument without triggering the runes. Likewise, the magic-user can totally remove them whenever desired. They can otherwise be removed only by a *dispel magic* spell, and the *explosive runes* last until the spell is triggered. The instrument upon which the runes are placed will be destroyed when the explosion takes place unless it is not normally subject to destruction by magical fire.

Feign Death (Necromantic)

Level: 3
Range: Touch
Duration: 6 rounds + 1 round/level
Area of Effect: Creature touched
Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: By means of this spell, the caster or any other creature whose levels of experience/hit dice do not exceed the magic-user's own level can be put into a cataleptic state which is impossible to distinguish from actual death. Although the person/creature affected by the *feign death* spell can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body will not be felt and no reaction will occur and damage will be only one-half normal. In addition, paralysis, poison, or energy level drain will not affect the individual/creature under the influence of this spell, but poison injected or otherwise introduced into the body will become effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. Note that only a willing individual can be affected by *feign death*. The spell caster is able to end the spell effects at any time desired, but it requires 1 full round for bodily functions to begin again.

Fireball (Evocation)

Level: 3
Range: 10' + 1'/level
Duration: Instantaneous
Area of Effect: 2' radius sphere

Components: V, S
Casting Time: 3 segments
Saving Throw: ½

Explanation/Description: A *fireball* is an explosive burst of flame, which detonates with a low roar, and delivers damage proportionate to the level of the magic-user who cast it, i.e. 1 six-sided die (d6) for each level of experience of the spell caster. **Exception:** Magic *fireball* wands deliver 6 die *fireballs* (6d6), magic staves with this capability deliver 8 die *fireballs*, and scroll spells of this type deliver a *fireball* of from 5 to 10 dice (d6 + 4) of damage. The burst of the *fireball* does not expend a considerable amount of pressure, and the burst will generally conform to the shape of the area in which it occurs, thus covering an area equal to its normal spherical volume. [The area which is covered by the *fireball* is a total volume of roughly 33,000 cubic feet (or yards)]. Besides causing damage to creatures, the *fireball* ignites all combustible materials within its burst radius, and the heat of the *fireball* will melt soft metals such as gold, copper, silver, etc. Items exposed to the spell's effects must be rolled for to determine if they are affected. Items with a creature which makes its saving throw are considered as unaffected. The magic-user points his or her finger and speaks the range (distance and height) at which the *fireball* is to burst. A streak flashes from the pointing digit and, unless it impacts upon a material body prior to attaining the prescribed range, flows into the *fireball*. If creatures fail their saving throws, they all take full hit point damage from the blast. Those who make saving throws manage to dodge, fall flat or roll aside, taking ½ the full hit point damage — each and every one within the blast area. The material component of this spell is a tiny ball composed of bat guano and sulphur.

Flame Arrow (Conjuration/Summoning)

Level: 3
Range: Touch
Duration: 1 segment/level
Area of Effect: Each arrow/bolt touched

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Once the magic-user has cast this spell, he or she is able to touch one arrow or crossbow bolt (quarrel) per segment for the duration of the *flame arrow*. Each such missile so touched becomes magic, although it gains no bonuses "to hit". Each such missile must be discharged within 1 round, for after that period flame consumes it entirely, and the magic is lost. Fiery missiles will certainly have normal probabilities of causing combustion, and any creature subject to additional fire damage will suffer +1 hit point of damage from any *flame arrow* which hits it. The material components for this spell are a drop of oil and a small piece of flint.

Fly (Alteration)

Level: 3
Range: Touch
Duration: 1 turn/level + 1-6 turns
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: This spell enables the magic-user to bestow the power of magical flight. The creature affected is able to move vertically and/or horizontally at a rate of 12" per move (half that if ascending, twice that if descending in a dive). The exact duration of the spell is always unknown to the spell caster, as the 1-6 turns variable addition is determined by the Dungeon Master secretly. The material component of the *fly* spell is a wing feather of any bird.

Gust Of Wind (Alteration)

Level: 3
Range: 0
Duration: 1 segment
Area of Effect: 1" path, 1" per level in length

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When this spell is cast, a strong puff of air originates from the magic-user and moves in the direction he or she is facing. The force of this *gust of wind* is sufficient to extinguish candles, torches, and similar unprotected flames. It will cause protected flames — such as those of lanterns — to wildly dance and has a 5% chance per level

of experience of the spell caster to extinguish even such lights. It will also fan large fires outwards 1' to 6' in the direction of the wind's movement. It will force back small flying creatures 1" to 6" and cause man-sized ones to be held motionless if attempting to move into its force, and similarly slow large flying creatures by 50% for 1 round. It will blow over light objects. Its path is 1" wide by 1" of length per level of experience of the magic-user casting the *gust of wind* spell i.e. an 8th level magic-user causes a *gust of wind* which travels 8". The material component of the spell is a legume seed.

Haste (Alteration)

Level: 3
Range: 6"
Duration: 3 rounds + 1 round/level
Area of Effect: 4' X 4' area, 1 creature/level

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When this spell is cast, affected creatures function at double their normal movement and attack rates. Thus, a creature moving at 6" and attacking 1 time per round would move at 12" and attack 2 times per round. Spell casting is not more rapid. The number of creatures which can be affected is equal to the level of experience of the magic-user, those creatures closest to the spell caster being affected in preference to those farther away, and all affected by *haste* must be in the designated area of effect. Note that this spell negates the effects of a *slow* spell (see hereafter). Additionally, this spell ages the recipients due to speeded metabolic processes. Its material component is a shaving of licorice root.

Hold Person (Enchantment/Charm)

Level: 3
Range: 12"
Duration: 2 rounds/level
Area of Effect: One to four persons

Components: V
Casting Time: 3 segments
Saving Throw: Neg.

Explanation/Description: Similar to the second level cleric *hold person* (q.v.), this spell immobilizes creatures, within range, as designated by the magic-user. If three or four persons are attacked, their saving throws are normal; but if two are attacked, their saving throws are made at -1; and if only one creature is attacked, the saving throw versus the *hold person* spell is made at -3 on the die. Partial negation of a *hold person* spell, such as would be possible by a *ring of spell turning*, causes the spell to function as a *slow* spell (q.v.) unless the saving throw is successful. Creatures affected by the spell are: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes.

Infravision (Alteration)

Level: 3
Range: Touch
Duration: 12 turns + 6 turns/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By means of this spell the magic-user enables the recipient of *infravision* to see light in the infrared spectrum. Thus, differences in heat wave radiations can be seen up to 6". Note that strong sources of infrared radiation (fire, lanterns, torches, etc.) tend to blind or cast "shadows" just as such light does with respect to normal vision, so the *infravision* is affected and does not function efficiently in the presence of such heat sources. (Invisible creatures are not usually detectable by *infravision*, as the infrared light waves are affected by invisibility, just as those of the ultraviolet and normal spectrums are.) The material component of this spell is either a pinch of dried carrot or an agate.

Invisibility, 10' Radius (Illusion/Phantasm)

Level: 3
Range: Touch
Duration: Special
Area of Effect: 10' radius of creature touched

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: This spell is essentially the same as *invisibility* (q.v.). Those affected by it cannot see each other. Those affected creatures which attack negate the invisibility only with respect to themselves, not others made invisible, unless the spell recipient causes the spell to be broken.

MAGIC USER SPELLS, 3RD LEVEL

Item (Alteration)

Level: 3
Range: *Touch*
Duration: 6 turns/level*
Area of Effect: 2 cu. ft. per level of caster
Duration quadrupled if used on non-living material.

Components: V, S, M
Casting Time: 3 segments
Saving Throw: *Special*

Explanation/Description: By means of this spell, the magic-user is able to touch any normal, non-magical item of a size appropriate to the allowable area of effect and cause it to shrink to one-twelfth of its normal size. Optionally, the caster can also change its now-shrunk composition to a cloth-like one. Only living things are entitled to a saving throw versus spell, but each such save is at +4. Objects and creatures transformed to cloth make saving throws normally (as if not altered) against subsequent attacks. Objects changed by an *item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by word of command from the original spell caster. It is possible to affect a fire and its fuel with this spell.

Leomund's Tiny Hut (Alteration)

Level: 3
Range: 0
Duration: 6 turns/level
Area of Effect: 10' diameter sphere

Components: V, S, M
Casting Time: 3 segments
Saving Throw: *None*

Explanation/Description: When this spell is cast, the magic-user causes an opaque sphere of force to come into being around his or her person, half of the sphere projecting above the ground or floor surface, the lower hemisphere passing through the surface. This field causes the interior of the sphere to maintain at 70° F. temperature in cold to 0° F., and heat up to 105° F. Cold below 0° lowers inside temperature on a 1° for 1° basis, heat above 105° raises the inside temperature likewise. The *tiny hut* will withstand winds up to 50 m.p.h. without being harmed, but wind force greater than that will destroy it. The interior of the *tiny hut* is a hemisphere, and the spell caster can illuminate it dimly upon command, or extinguish the light as desired. Note that although the force field is opaque from positions outside, it is transparent from within. In no way will *Leomund's Tiny Hut* provide protection from missiles, weapons, spells, and the like. Up to 6 other man-sized creatures can fit into the field with its creator, and these others can freely pass in and out of the *tiny hut* without harming it, but if the spell caster removes himself from it, the spell will dissipate. The material component for this spell is a small crystal bead which will shatter when spell duration expires or the hut is otherwise dispelled.

Lightning Bolt (Evocation)

Level: 3
Range: 4'' + 1''/level
Duration: *Instantaneous*
Area of Effect: *Special*

Components: V, S, M
Casting Time: 3 segments
Saving Throw: ½

Explanation/Description: Upon casting this spell, the magic user releases a powerful stroke of electrical energy which causes damage equal to 1 six-sided die (d6) for each level of experience of the spell caster to creatures within its area of effect, or 50% of such damage to such creatures which successfully save versus the attack form. The range of the bolt is the location of the commencement of the stroke, i.e. if shot to 6'', the bolt would extend from this point to *n* inches further distance. The *lightning bolt* will set fire to combustibles, sunder wooden doors, splinter up to 1' thickness of stone, and melt metals with a low melting point (lead, gold, copper, silver, bronze). Saving throws must be made for objects which withstand the full force of a stroke (cf. *fireball*). The area of the *lightning bolt's* effect is determined by the spell caster, just as its distance is. The stroke can be either a forking bolt 1'' wide and 4'' long, or a single bolt ½'' wide and 8'' long. If a 12th level magic-user cast the spell at its maximum range, 16'' in this case, the stroke would begin at 16'' and flash outward from there, as a forked bolt ending at 20'' or a single one ending at 24''. If the full length of the stroke is not possible due to the interposition of a non-conducting barrier (such as a stone wall), the lightning bolt will double and rebound towards its caster, its length being the normal total from beginning to end of stroke, damage caused to interposing barriers notwithstanding. Example: An 8'' stroke is begun at a range of 4'', but the possible space in the desired direction is only 3½''; so the bolt begins at the 3½'' maximum, and it rebounds 8'' in the direction of its creator. The material components of the spell are a bit of fur and an amber, crystal or glass rod.

Material (Evocation-Conjuration)

Level: 3
Range: 1''
Duration: *Permanent*
Area of Effect: 1 cu. ft. per level of caster

Components: V, S
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: A *material* spell allows the magic-user to actually bring into being certain common things. There is no great difficulty in causing common basic materials such as stone, earth (soil), or wood to appear. These sorts of materials in raw, unworked form are easily gained by means of this spell. Similarly, other inorganic or non-living materials such as water, air, dung, straw, etc., can be conjured. When simple plants are concerned, such as when the caster attempts to bring into being an area of grass, there is a base 100% chance of total failure, modified downward by 1% per level of the spell caster. Animal life can never be affected by this spell. In no event can worked, refined, or fabricated items be brought into being by a *material* spell, nor can rough gems or precious metals. The spell essentially enables the magic-user to create common things of a basic nature.

Melf's Minute Meteors (Evocation/Alteration)

Level: 3
Range: 1''/level
Duration: *Special*
Area of Effect: *One target per missile*

Components: V, S, M
Casting Time: 5 segments
Saving Throw: *None*

Explanation/Description: This spell is unusual in two respects. First, the *dweomer* enables the caster to cast small globes of fire, each of which bursts into a 1 ft. diameter sphere upon impact, inflicting 1-4 points of damage upon the target creature — or otherwise igniting combustible materials (even solid planks). These meteors are missile weapons thrown by the mage, with misses being treated as grenade-like missiles. This ability continues from round to round until the caster has fired off as many of these "meteors" as he or she has levels of experience, until he or she decides to forego casting any additional missiles still remaining, or until a *dispel magic* spell is successfully cast upon the magic-user. Second, once *Melf's Minute Meteors* is cast, the magic-user has the option to discharge the available missiles at the rate of 1 every 2 segments, as desired, or 1 every round (beginning with the initial round of casting). The magic-user may not switch between these options once one of them is chosen.

In the first option, the caster must point at the desired target on the second segment after the spell is cast, and a missile will be discharged. This process is repeated every 2 segments thereafter until all of the missiles are so released. Naturally, this usually will mean that the spell actually carries over into at least the following round.

If the second option is chosen, the magic-user can withhold or discharge missiles as he or she sees fit, so long as one missile is let go during each subsequent round. This option has the benefit of enabling the spell caster to actually discharge one of the "meteors" and conjure some other spell as well in the same round. The other spell must be of such a nature as to not require the continuing concentration of the spell caster, or else he or she will involuntarily forego the casting of any further missiles from the original spell. However, the magic-user's opportunity to discharge a missile and cast a spell in the same round is of such benefit that the potential loss is not of concern. If the magic-user fails to maintain an exact *mental* count of the number of missiles remaining, this is an unfailing indication that he or she has involuntarily foregone the remaining portion of the spell.

The components necessary for the casting of this *dweomer* are nitre and sulphur formed into a bead by the admixture of pine tar, and a small hollow tube of minute proportion, fashioned from gold. The tube costs no less than 1,000 gp to construct, so fine is its workmanship and magical engraving, but it remains potent throughout numerous castings of the spell — unless damaged by accident or abuse.

Monster Summoning I (Conjuration/Summoning)

Level: 3
 Range: 3"
 Duration: 2 rounds + 1 round/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: Within 1-4 rounds of casting this spell, the magic-user will cause the appearance of from 2-8 first level monsters (selected at random by the referee, but whose number may be either randomly determined or selected personally by the referee, according to the strength of the monster randomly determined). These monsters will appear in the spot, within spell range, desired by the magic-user, and they will attack the spell user's opponents to the best of their ability until he or she commands that attack cease, or the spell duration expires, or the monsters are slain. Note that if no opponent exists to fight, summoned monsters can, if communication is possible, and if they are physically capable, perform other services for the summoning magic-user. The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Phantasmal Force (Illusion/Phantasm)

Level: 3
 Range: 8" + 1"/level
 Duration: Special
 Area of Effect: 8 square inches + 1 square inch/level

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: Special

Explanation/Description: When this spell is cast, the magic-user creates a visual illusion which will affect all believing creatures which view the phantasmal force, even to the extent of suffering damage from phantasmal missiles or from falling into an illusory pit full of sharp spikes. Note that audial illusion is not a component of the spell. The illusion lasts until struck by an opponent — unless the spell caster causes the illusion to react appropriately — or until the magic-user ceases concentration upon the spell (due to desire, moving, or successful attack which causes damage). Creatures which disbelieve the phantasmal force gain a saving throw versus the spell, and if they succeed, they see it for what it is and add +4 to associates' saving throws if this knowledge can be communicated effectively. Creatures not observing the spell effect are immune until they view it. The spell can create the illusion of any object, or creature, or force, as long as it is within the boundaries of the spell's area of effect. This area can move within the limits of the range. The material component of the spell is a bit of fleece.

Protection From Evil, 10' Radius (Abjuration) Reversible

Level: 3
 Range: Touch
 Duration: 2 rounds/level
 Area of Effect: 10' radius sphere around creature touched

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: This spell is the same as the first level *protection from evil* spell except with respect to its area of effect. See also the first level cleric *protection from evil* spell for general information.

Protection From Normal Missiles (Abjuration)

Level: 3
 Range: Touch
 Duration: 1 turn/level
 Area of Effect: Creature touched

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: By means of this spell, the magic-user bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones and spears. Furthermore, it causes a reduction of 1 from each die of damage inflicted by large and/or magical missiles such as ballista missiles, catapult stones, and magical arrows, bolts, javelins, etc. Note, however, that this spell does not convey any protection from such magical attacks as fireballs, lightning bolts, or magic missiles. The material component of this spell is a piece of tortoise or turtle shell.

Secret Page (Alteration)

Level: 3
 Range: Touch
 Duration: Until dispelled
 Area of Effect: One page of any size up to 2 ft. square

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: When cast, a *secret page* spell alters the actual contents of a page to appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks; the text of a spell can be altered to show a ledger page or even another form of spell, etc. *Confuse languages* and *explosive runes* may be cast upon the *secret page*, but a *comprehend languages* will not reveal the actual contents of the *secret page*. The caster is able to reverse the effect of the spell by the mere utterance of a command word, then peruse the actual page, and return it to its *secret page* form thereafter. The caster can also remove the spell by double repetition of the command word. Others noting the dim magic of a page with this spell cloaking its true contents can attempt a *dispel magic*, but if it fails, the page will be destroyed. Short of an *alter reality* or *wish* spell, only will-o-wisp or boggart essence will reveal the true nature of the subject of a *secret page* spell, if that page is not subjected to *dispel magic*. The material component of the spell is powdered herring scales.

Sepia Snake Sigil (Conjuration/Summoning)

Level: 3
 Range: 1/2"
 Duration: Special
 Area of Effect: One sigil

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: There are three forms of this spell, but each eventually causes the conjuration of a deep brown snake-like force. This so-called *sepia snake* springs into being and strikes at the nearest living creature (but the *sepia snake* will not attack the magic-user who cast the spell). Its attack is made as if it were a monster with hit dice equal to the level of the magic-user who cast the *dweomer*. If it is successful in striking, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until the caster releases the *dweomer* or until a *dispel magic* spell does so. Until then, nothing can get at the victim, move the shimmering force surrounding him or her, or otherwise affect the field or the victim. The victim does not age, grow hungry, sleep or regain spells when in this state, and is not aware of his or her surroundings. If the *sepia snake* misses its target, it dissipates in a flash of brown light, with a loud noise and a puff of dun-colored smoke which is 1" in diameter and lasts for 1 round. The three applications are: 1) as a glowing sigil in the air drawn by the spell caster and pointed at the intended target; 2) as a glyph of umber marked on some surface that is touched or gazed upon; and 3) as a small character written into some magic work to protect it. The components for the spell are 100 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Slow (Alteration)

Level: 3
 Range: 9" + 1"/level
 Duration: 3 rounds + 1 round/level
 Area of Effect: 4" X 4" area, 1 creature/level

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: A *slow* spell causes affected creatures to move and attack at one-half of the normal or current rate. Thus, it negates a *haste* spell (q.v.), has cumulative effect if cast upon creatures already slowed, and otherwise affects magically speeded or slowed creatures. The magic will affect as many creatures as the spell caster has levels of experience, providing these creatures are within the area of effect determined by the magic-user, i.e. the 4" X 4" area which centers in the direction and at the range called for by the caster. The material component of this spell is a drop of treacle.

MAGIC USER SPELLS, 3RD LEVEL

Suggestion (Enchantment/Charm)

Level: 3
Range: 3"
Duration: 6 turns + 6 turns/level
Area of Effect: One creature

Components: V, M
Casting Time: 3 segments
Saving Throw: Neg.

Explanation/Description: When this spell is cast by the magic-user, he or she influences the actions of the chosen recipient by utterance of a few words — phrases, or a sentence or two — suggesting a course of action desirable to the spell caster. The creature to be influenced must, of course, be able to understand the magic-user's suggestion, i.e., it must be spoken in a language which the spell recipient understands. The suggestion must be worded in such a manner as to make the action sound reasonable; a request asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act will automatically negate the effect of the spell. However, a suggestion that a pool of acid was actually pure water, and a quick dip would be refreshing, is another matter; or the urging that a cessation of attack upon the magic-user's party would benefit a red dragon, for the group could loot a rich treasure elsewhere through co-operative action, is likewise a reasonable use of the spell's power. The course of action of a suggestion can continue in effect for a considerable duration, such as in the case of the red dragon mentioned above. If the recipient creature makes its saving throw, the spell has no effect. Note that a very reasonable suggestion will cause the saving throw to be made at a penalty (such as -1, -2, etc.) at the discretion of your Dungeon Master. Undead are not subject to suggestion. The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Tongues (Alteration) Reversible

Level: 3
Range: 0
Duration: 1 round/level
Area of Effect: 6" diameter circle

Components: V, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the fourth level cleric spell, *tongues* (q.v.). Also, the material component is a small clay model of a ziggurat, which shatters when the spell is pronounced.

Water Breathing (Alteration) Reversible

Level: 3
Range: Touch
Duration: 3 turns/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Except as noted above, and that the material component of the spell is a short reed or piece of straw, this is the same as the third level druid spell, *water breathing* (q.v.).

Wind Wall (Alteration)

Level: 3
Range: 1"/level
Duration: 1 round/level
Area of Effect: An area 1" wide and 1/2" high per level of caster

Components: V, S, M
Casting Time: 3 segments
Saving Throw: Special

Explanation/Description: This spell brings forth an invisible curtain of wind of considerable strength — sufficient to blow birds as large as crows upward, or to tear papers and like materials from unsuspecting hands. (If in doubt, a saving throw versus spell determines whether the subject maintains its grasp.) Normal insects cannot pass such a barrier. Loose material, even cloth garments, caught in a *wind wall* will fly upward. The material components are a tiny fan and a feather of exotic origin.

Fourth Level Spells:

Charm Monster (Enchantment/Charm)

Level: 4
Range: 6"
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: This spell is similar to a *charm person* spell (q.v.), but it will affect any living creature — or several creatures of lesser level as explained hereafter. The magic-user casts the *charm monster* spell, and any affected creature regards the spell caster as friendly, an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature will follow reasonable requests, instructions, or orders most faithfully (cf. *suggestion* spell). Affected creatures will eventually come out from under the influence of the spell, and the probability of such breaking of a *charm monster* spell is a function of the creature's level, i.e. its number of hit dice:

Monster Level or Hit Dice	Percent Chance/ Week of Breaking Spell
1st or up to 2	5%
2nd or up to 3 + 2	10%
3rd or up to 4 + 4	15%
4th or up to 6	25%
5th or up to 7 + 2	35%
6th or up to 8 + 4	45%
7th or up to 10	60%
8th or up to 12	75%
9th or over 12	90%

Naturally, overtly hostile acts by the person charming the monster will automatically break the spell, or at the very least allow the monster a new saving throw versus the charm. The spell will affect from 2-8 1st level creatures, 1-4 2nd level creatures, 1 or 2 3rd level, or 1 creature of 4th or higher level.

Confusion (Enchantment/Charm)

Level: 4
Range: 12"
Duration: 2 rounds + 1 round/level
Area of Effect: Up to 6" X 6"

Components: V, S, M
Casting Time: 4 segments
Saving Throw: Special

Explanation/Description: Except as noted above, this spell is identical to the seventh level druid spell, *confusion* (q.v.). However, it affects a basic 2-16 creatures. Its material component is a set of three nut shells.

Dig (Evocation)

Level: 4
Range: 3"
Duration: 1 round/level
Area of Effect: 5' cube per level of the magic-user

Components: V, S, M
Casting Time: 4 segments
Saving Throw: Special

Explanation/Description: A *dig* spell enables the caster to excavate 125 cubic feet of earth, sand, or mud per round. The hole thus dug is a cube 5' per side. The material thrown from the excavation scatters evenly around the pit. If the magic-user continues downward beyond 5', there is a chance that the pit will collapse: 15%/additional 5' in depth in earth, 35%/additional 5' depth in sand, and 55%/additional 5' depth in mud. Any creature at the edge (1') of such a pit uses its dexterity score as a saving throw to avoid falling into the hole, with a score equal to or less than the dexterity meaning that a fall was avoided. Any creature moving rapidly towards a pit area will fall in unless it saves versus magic. Any creature caught in the center of a pit just dug will always fall in. The spell caster uses a miniature shovel and tiny bucket to activate a *dig* spell and must continue to hold these material components while each pit is excavated.

Dispel Illusion (Abjuration)

Level: 4
 Range: $\frac{1}{2}$ " /level
 Duration: Permanent
 Area of Effect: Special

Components: V, S
 Casting Time: 4 segments
 Saving Throw: None

Explanation/Description: This spell is similar to the 3rd-level illusionist spell of the same name. A magic-user attempting to dispel an illusion is considered at two levels below his actual level with respect to *illusion/phantasm* spells cast by an illusionist.

Dimension Door (Alteration)

Level: 4
 Range: 0
 Duration: Special
 Area of Effect: Spell caster

Components: V
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: By means of a *dimension door* spell, the magic-user instantly transfers himself or herself up to 3" distance per level of experience of the spell caster. This special form of teleportation allows for no error, and the magic-user always arrives at exactly the spot desired — whether by simply visualizing the area (within spell transfer distance, of course) or by stating direction such as "30 inches straight downwards," or "upwards to the northwest, 45 degree angle, 42 inches." If the magic-user arrives in a place which is already occupied by a solid body, he or she remains in the Astral Plane until located by some helpful creature willing to cast a *dispel magic* upon the person, for he or she is stunned and cannot successfully perform any spell casting. If distances are stated and the spell caster arrives with no support below his or her feet (i.e., in mid-air), falling and damage will result unless further magical means are employed. All that the magic-user wears or carries, subject to a maximum weight equal to 5,000 gold pieces of non-living matter, or half that amount of living matter, is transferred with the spell caster. Recovery from use of a *dimension door* spell requires 7 segments.

Enchanted Weapon (Alteration) Reversible

Level: 4
 Range: Touch
 Duration: 5 rounds/level
 Area of Effect: Weapon(s) touched

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: This spell turns an ordinary weapon into a magical one. The weapon is the equivalent of a +1 weapon but has no bonuses whatsoever. Thus, arrows, axes, bolts, bows, daggers, hammers, maces, spears, swords, etc. can be made into enchanted weapons. Two small (arrows, bolts, daggers, etc.) or one large (axe, bow, hammer, mace, etc.) weapon can be affected by the spell. Note that successful hits by enchanted missile weapons cause the spell to be broken, but that otherwise the spell duration lasts until the time limit based on the level of experience of the magic-user casting it expires, i.e. 40 rounds (4 turns) in the case of an 8th level magic-user. The material components of this spell are powdered lime and carbon.

Evard's Black Tentacles (Conjuration/Summoning)

Level: 4
 Range: 3"
 Duration: 1 round/level
 Area of Effect: 30 sq. ft. per level of caster

Components: V, S, M
 Casting Time: 8 segments
 Saving Throw: None

Explanation/Description: By means of this spell the caster creates many rubbery, black tentacles in the area of effect of the *dweomer*. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot — including water. Each tentacle is 10' long, AC 4, and takes as many points of damage to destroy as the magic-user who cast the spell has levels of experience. Furthermore, there will be one such tentacle for each of the levels of experience of the spell caster. Any creature within range of the writhing tentacles is subject to attack. If more than one target is within range of a tentacle, the probability of attack on each is determined and the result found by die roll. A victim of a tentacle attack must make a saving throw versus spell. If this succeeds, the victim takes 1-4 hit points of damage from initial contact with the tentacle, and it then is destroyed. Failure to save indicates that the damage inflicted will be 2-8 points, the *ebon* member is wrapped around its victim, and damage will be 3-12 points on the second and succeeding rounds. Since these tentacles have no intelligence to guide them, there is the possibility that they will entwine any object — a tree, post, pillar — or continue to squeeze a dead opponent. Once grasped, a tentacle remains wrapped around its chosen target until the tentacle is destroyed by some form of attack or it disappears due to the expiration of the *dweomer's* duration. The component for this spell is a piece of tentacle from a giant octopus or giant squid.

Extension I (Alteration)

Level: 4
 Range: 0
 Duration: Special
 Area of Effect: Special

Components: V
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: By use of an *extension I* spell the magic-user prolongs the duration of a previously cast first, second, or third level spell by 50%. Thus, a *levitation* spell can be made to function $1\frac{1}{2}$ turns/level, a *hold person* spell made to work for 3 rounds/level, etc. Naturally, the spell has effect only on such spells where duration is meaningful.

Fear (Illusion/Phantasm)

Level: 4
 Range: 0
 Duration: Special
 Area of Effect: 6" long cone, 3" diameter at end, $\frac{1}{2}$ ' at base

Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: Neg.

Explanation/Description: When a *fear* spell is cast, the magic-user sends forth an invisible ray which causes creatures within its area of effect to turn away from the spell caster and flee in panic. Affected creatures are likely to drop whatever they are holding when struck by the spell; the base chance of this is 60% at 1st level (or at 1 hit die), and each level (or hit die) above this reduces the probability by 5%, i.e. at 10th level there is only a 15% chance, and at 13th level 0% chance. Creatures affected by *fear* flee at their fastest rate for the number of melee rounds equal to the level of experience of the spell caster. The panic takes effect on the melee round following the spell casting, but dropping of items in hand will take place immediately. Of course, creatures which make their saving throws versus the spell are not affected. The material component of this spell is either the heart of a hen or a white feather.

MAGIC USER SPELLS, 4TH LEVEL

Fire Charm (Enchantment/Charm)

Level: 4
Range: 1"
Duration: 2 rounds/level
Area of Effect: 30' diameter of fire

Components: V, S, M
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: By means of this spell the magic-user causes a normal fire source such as a brazier, flambeau, or bonfire to serve as a magical agent, for from this source he or she causes a gossamer veil of multi-hued flame to circle the fire at 5' distance. Any creatures observing the fire or the dancing circle of flame around it must save versus magic or be charmed into remaining motionless and gazing, transfixed at the flames. While so charmed, creatures are subject to suggestion spells of 12 or fewer words, saving against their influence at -3. The fire charm is broken by any physical attack upon the charmed creature, if a solid object is interposed between the creature and the veil of flames so as to obstruct vision, or when the duration of the spell is at an end. Note that the veil of flame is not a magical fire, and passing through it incurs the same type and amount of damage as would be sustained from passing through its original fire source. The material component for this spell is a small piece of multicolored silk of exceptional thinness which the dweomercrafter must throw into the fire source.

Fire Shield: (Evocation-Alteration)

Level: 4
Range: 0
Duration: 2 rounds + 1 round/level
Area of Effect: Personal

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: By casting this spell the magic-user appears to immolate himself or herself, but the flames are thin and wispy, shedding light equal only to half that of a normal torch (15' radius of dim light), and colored blue or green if variation A is cast, violet or blue if variation B is employed. Any creature striking the spell caster with body or hand-held weapons will inflict normal damage upon the magic-user, but the attacker will take double the amount of damage so inflicted! The other spell powers depend on the variation of the spell used:

- A) The flames are hot, and any cold-based attacks will be saved against at +2 on the dice, and either half normal damage or no damage will be sustained; fire-based attacks are normal, but if the magic-user fails to make the required saving throw (if any) against them, he or she will sustain double normal damage. The material component for this variation is a bit of phosphorous.
- B) The flames are cold, and any fire-based attack will be saved against at +2 on the dice, and either half normal damage or no damage will be sustained; cold-based attacks are normal, but if the magic-user fails to make the required saving throw (if any) against them, he or she will sustain double normal damage. The material component for this variation is a live firefly or glow worm or the tail portions of 4 dead ones.

Fire Trap (Evocation)

Level: 4
Range: Touch
Duration: Permanent until discharged
Area of Effect: Object touched

Components: V, S, M
Casting Time: 3 rounds
Saving Throw: ½ discharged

Explanation/Description: Any closable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) is affected by a fire trap spell, but the item so trapped cannot have a second spell such as hold portal or wizard lock placed upon it except as follows: if a fire trap/hold portal is attempted, only the spell first cast will work, and the other will be negated (both negated if cast simultaneously). If a fire trap is cast after a wizard lock, the former is negated, if both are cast simultaneously both are negated, and if a wizard lock is cast after placement of a fire trap there is a 50% chance that both spells will be negated. A knock spell will not affect a fire trap in any way — as soon as the offending party enters/touches, the trap will discharge. The caster can use the trapped object without discharging it. When the trap is discharged there will be an explosion of 5' radius, and all creatures within this area must make saving throws versus magic. Damage is 1-4 hit points plus 1 hit point per level of the magic-user

who cast the spell, or one-half the total amount for creatures successfully saving versus magic. The item trapped is NOT harmed by this explosion. There is only 50% of the normal chance to detect a fire trap, and failure to remove it when such action is attempted detonates it immediately. To place this spell, the caster must trace the outline of the closure with a bit of sulphur or saltpeter.

Fumble (Enchantment/Charm)

Level: 4
Range: 1"/level
Duration: 1 round/level
Area of Effect: 1 creature

Components: V, S, M
Casting Time: 4 segments
Saving Throw: ½

Explanation/Description: When a fumble spell is cast, the magic-user causes the recipient of the magic to suddenly become clumsy and awkward. Running creatures will trip and fall, those reaching for an item will fumble and drop it, those employing weapons will likewise awkwardly drop them. Recovery from a fall or of a fumbled object will typically require the whole of the next melee round. Note that breakable items might suffer damage when dropped. If the victim makes his or her saving throw, the fumble will simply make him or her effectively operate at one-half normal efficiency (cf. slow spell). The material component of this spell is a dab of solidified milk fat.

Hallucinatory Terrain (Illusion/Phantasm)

Level: 4
Range: 2"/level
Duration: Special
Area of Effect: 1" X 1" square area/level

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: By means of this spell the magic-user causes an illusion which hides the actual terrain within the area of the spell's effect. Thus, open fields or a road can be made to look as if a swamp or hill or crevasse or some other difficult or impassable terrain existed there. Also, a pond can be made to appear as a grassy meadow, a precipice look as if it were a gentle slope, or a rock-strewn gully made to look as if it were a wide and smooth road. The hallucinatory terrain persists until a dispel magic spell is cast upon the area or until it is contacted by an intelligent creature. Each level of experience of the magic-user enables him or her to affect a larger area. At 10th level, a magic-user can affect an area up to 10" X 10" square, while at 12th level the spell caster affects a 12" X 12" square area. The material components of this spell are a stone, a twig, and a bit of green plant — leaf or grass blade.

Ice Storm (Evocation)

Level: 4
Range: 1"/level
Duration: 1 round
Area of Effect: Special

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user causes either great hail stones to pound down in an area of 4" diameter and inflict from 3 to 30 (3d10) hit points of damage on any creatures within the area of effect; or the ice storm can be made to cause driving sleet to fall in an area of 8" diameter and both blind creatures within its area of effect for the duration of the spell and cause the ground in the area to be icy, thus slowing movement within by 50% and making it 50% probable that a moving creature will slip and fall when trying to move. The material components for this spell are a pinch of dust and a few drops of water. (Note that this spell will negate a heat metal spell (q.v.), but its first application will also cause damage in the process.)

Leomund's Secure Shelter (Alteration - Enchantment)

Level: 4
 Range: 2"
 Duration: 6 turns/level
 Area of Effect: 30 sq. ft. per level of caster

Components: V, S, M
 Casting Time: 4 turns
 Saving Throw: None

Explanation/Description: This spell enables the magic-user to magically call into being a sturdy cottage or lodge, made of material which is common in the area where the spell is cast — stone, timber, or (at worst) sod. The floor area of the lodging will be 30 square feet per level of the spell caster, and the surface will be level, clean, and dry. In all respects the lodging will resemble a normal cottage, with a sturdy door, two or more shuttered windows, and a small fireplace.

While the lodging will be secure against winds of up to 70 miles per hour, it has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat will certainly affect it, and its occupants, adversely. The dwelling does, however, provide considerable security otherwise, as it will be as strong as a normal stone building regardless of its material composition, will resist flames and fire as if it were stone, and will be generally impervious to normal missiles (but not the sort cast by siege machinery or giants). The door, shutters, and even chimney are secure against intrusion, the two former being *wizard locked* and the latter being secured by a top grate of iron and a narrow flue. In addition, these three areas are protected by an *alarm* spell (qv). Lastly, an *unseen servant* (qv) is called up to provide service to the spell caster.

The inside of a *Leomund's Secure Shelter* will contain crude furnishings as desired by the spell caster — up to 8 bunks, a trestle table and benches, as many as 4 chairs or 8 stools, and a writing desk. The material components of this spell are a square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *alarm* and *unseen servant* spells if these are to be included in the spell; i.e. string and silver wire and a small bell.

Magic Mirror (Enchantment - Divination)

Level: 4
 Range: Touch
 Duration: 1 round/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 1 hour
 Saving Throw: None

Explanation/Description: By means of this spell, the magic-user changes a normal mirror into a scrying device similar to a crystal ball. The details of the use of such a scrying device are found on p. 141 of the DMG under the description for the *crystal ball*. The mirror used must be of finely wrought and highly polished silver of a minimum cost of 1,000 gp. This mirror is not harmed by casting of the spell as are the other material components — the eye of a hawk, an eagle, or even a roc, and nitric acid, copper and zinc (cf. 5th-level cleric spell *magic font* and 2nd-level druid spell *reflecting pool*). The following spells can be cast through a *magic mirror*: *comprehend languages*, *read magic*, *tongues*, *infravision*, and *ultravision*. The following spells have a 5% chance per level of the caster of operating correctly if cast through the *magic mirror*: *detect magic*, *detect good/evil*, *message*, and *detect illusion*. There is a chance of the target realizing he or she is being watched. The base chance for a target to detect any *crystal ball*-like spell is listed in the *crystal ball* item description, with the following additions: A cavalier has a base 5% chance of detecting scrying and a barbarian has a base 1% chance.

Massmorph (Illusion/Phantasm)

Level: 4
 Range: 1"/level
 Duration: Special
 Area of Effect: 11' X 1' square/level

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: When this spell is cast upon willing creatures of man-size or smaller, up to 10 such creatures per level of experience of the magic-user can be made to appear as normal trees of any sort. Thus, a company of creatures can be made to appear as a copse, grove, or orchard. Furthermore, these massmorphed creatures can be passed through — and even touched — by other creatures without revealing the illusion. Note, however, that blows to the creature-trees will reveal their nature, as damage will be sustained by the creatures struck and blood will be seen. Creatures massmorphed must be within the spell's area of effect. Unwilling creatures are not affected. The spell persists until the caster commands it to cease or until a *dispel magic* is cast upon the creatures. The material component of this spell is a handful of bark chips.

Minor Globe Of Invulnerability (Abjuration)

Level: 4
 Range: 0
 Duration: 1 round/level
 Area of Effect: 1" diameter sphere

Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: None

Explanation/Description: This spell creates a magical sphere around the caster which prevents any first, second or third level spells from penetrating, i.e. the area of effect of any such spells does not include the area of the *minor globe of invulnerability*. However, any sort of spells can be cast out of the magical sphere, and they pass from the caster of the globe, through its area of effect, and to their target without effect upon the *minor globe of invulnerability*. Fourth and higher level spells are not affected by the globe. It can be brought down by a *dispel magic* spell. The material component of the spell is a glass or crystal bead.

Monster Summoning II (Conjuration/Summoning)

Level: 4
 Range: 4"
 Duration: 3 rounds + 1 round/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: None

Explanation/Description: This spell is similar to the third level *monster summoning I* spell (q.v.). Its major difference is that 1-6 second level monsters are conjured up. The material components are the same as those of the lesser spell. There is also a 1-4 round delay.

Otiluke's Resilient Sphere (Alteration - Evocation)

Level: 4
 Range: 2"
 Duration: 1 round/level
 Area of Effect: 1 ft. diameter sphere per level of caster

Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: Neg.

Explanation/Description: When this spell is cast, the result is a globe of shimmering force which encapsulates the subject creature — if it is small enough to fit within the diameter of the sphere and it fails to successfully save versus spell. The *resilient sphere* will contain its subject for as long as its dweomer persists, and it is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, or a *disintegrate* or *dispel magic* spell. These will cause it to be destroyed without harm to the subject. Nothing can pass through the sphere, inside or out, and the target can breathe normally. The subject may struggle, but all that will occur is a movement of the sphere. The globe can be physically moved either by people outside the globe, or by the struggles of those within. The material components of the spell are a hemispherical piece of diamond (or similar hard, clear gem material) and a matching hemispherical piece of gum arabic.

MAGIC USER SPELLS, 4TH LEVEL

Plant Growth (Alteration)

Level: 4
Range: 1"/level
Duration: Permanent
Area of Effect: 1" X 1" square area/level

Components: V, S
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as a third level druid spell, *plant growth* (q.v.).

Polymorph Other (Alteration)

Level: 4
Range: 1/2"/level
Duration: Permanent
Area of Effect: One creature

Components: V, S, M
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: The *polymorph other* spell is a powerful magic which completely alters the form and ability, and possibly the personality and mentality, of the recipient. Of course, creatures with a lower intelligence cannot be polymorphed into something with a higher intelligence, but the reverse is possible. The creature polymorphed must make a "system shock" (cf. **CONSTITUTION**) roll to see if it survives the change. If it is successful, it then acquires all of the form and abilities of the creature it has been polymorphed into. There is a base 100% chance that this change will also change its personality and mentality into that of the creature whose form it now possesses. For each 1 point of intelligence of the creature polymorphed, subtract 5% from the base chance. Additionally, for every hit die of difference between the original form and the form it is changed into by the spell, the polymorphed creature must adjust the base chance percentage by +/-5% per hit die below or above its own number (or level in the case of characters). The chance for assumption of the personality and mentality of the new form must be checked daily until the change takes place. (Note that all creatures generally prefer their own form and will not willingly stand the risk of being subjected to this spell!) If a one hit die orc of 8 intelligence is polymorphed into a white dragon with 6 hit dice, for example, it is 85% (100% - [5% X 8 intelligence] + [(6 - 1) X 5%] = 85%) likely to actually become one in all respects, but in any case it will have the dragon's physical and mental capabilities; and if it does not assume the personality and mentality of a white dragon, it will know what it formerly knew as well. Another example: an 8th level fighter successfully polymorphed into a blue dragon would know combat with weapons and be able to employ them with prehensile dragon forepaws if the fighter did not take on dragon personality and mentality. However, the new form of the polymorphed creature may be stronger than it looks, i.e. a mummy changed to a puppy dog would be very tough, or a brontosaurus changed to an ant would be impossible to squash merely from being stepped on by a small creature or even a man-sized one. The magic-user must use a *dispel magic* spell to change the polymorphed creature back to its original form, and this too requires a "system shock" saving throw. The material component of this spell is a caterpillar cocoon.

Polymorph Self (Alteration)

Level: 4
Range: 0
Duration: 2 turns/level
Area of Effect: The magic-user

Components: V
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user is able to assume the form of any creature — from as small as a wren to as large as a hippopotamus — and its form of locomotion as well. The spell does not give the other abilities (attack, magic, etc.), nor does it run the risk of changing personality and mentality. No "system shock" check is required. Thus, a magic-user changed to an owl could fly, but his or her vision would be human; a change to a black pudding would enable movement under doors or along halls and ceilings, but not the pudding's offensive or defensive capabilities. Naturally, the strength of the new form must be sufficient to allow normal movement. The spell caster can change his or her form as often as desired, the change requiring only 5 segments. Damage to the polymorphed form is computed as if it were inflicted upon the magic-user, but when the magic-user returns to his or her own form, from 1 to 12 (d12) points of damage are restored.

Rary's Mnemonic Enhancer (Alteration)

Level: 4
Range: 0
Duration: 1 day
Area of Effect: The magic-user

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: By means of this spell the magic-user is able to memorize, or retain the memory of, three additional spell levels, i.e. three spells of the first level, or one first and one second, or one third level spell. The magic-user can elect to immediately memorize additional spells or he or she may opt to retain memory of a spell cast by means of the *Enhancer*. The material components of the spell are a piece of string, an ivory plaque of at least 100 g.p. value, and an ink composed of squid secretion and either black dragon's blood or giant slug digestive juice. All components disappear when the spell is cast.

Remove Curse (Abjuration) Reversible

Level: 4
Range: Touch
Duration: Permanent
Area of Effect: Special

Components: V, S
Casting Time: 4 segments
Saving Throw: Special

Explanation/Description: Except as noted above, this spell is the same as the third level cleric spell, *remove curse* (q.v.).

Shout (Evocation)

Level: 4
Range: 0
Duration: Instantaneous
Area of Effect: 1" x 3" cone

Components: V, M
Casting Time: 1 segment
Saving Throw: Neg.

Explanation/Description: When a *shout* spell is cast, the magic-user empowers himself or herself with tremendous vocal powers. Via the *dweomer* of the spell, the caster releases an ear-splitting noise which has a principal effect in a cone shape radiating from the mouth of the caster to a 3" terminus. Any creature within this area will be deafened for 2-12 rounds and take a like amount (2-12 points) of damage (unless a saving throw is made). Any exposed brittle or similar substance subject to sonic vibrations will be shattered by a *shout*, e.g. a *wall of ice*. A spell of this nature can be employed but once per day, for otherwise the caster might permanently deafen himself or herself. The material components for casting the *shout* spell are a drop of honey, a drop of citric acid, and a small cone made from a bull's or ram's horn.

Stoneskin (Alteration)

Level: 4
Range: Touch
Duration: Special
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile or the like. Thus, even a *sword of sharpness* would not affect a creature protected by *stoneskin*, nor would a rock hurled by a giant, a snake's strike, etc. However, magic attacks from such spells as *fireball*, *magic missile*, *lightning bolt*, and so forth would have normal effect. Any attack or attack sequence from a single opponent dispels the *dweomer*, although it makes the creature immune to that single attack or attack sequence. Attacks with relatively soft weapons, such as a monk's hands, an ogrillon's fist, etc., will inflict 1-2 points of damage on the *attacker* for each such attack while the attacked creature is protected by the *stoneskin* spell, but will not dispel the *dweomer*. The material components of the spell are granite and diamond dust sprinkled on the recipient's skin.

Ultravision (Alteration)

Level: 4
Range: *Touch*
Duration: 6 turns + 6 turns/level
Area of Effect: *One creature*

Components: V, S, M
Casting Time: 4 segments
Saving Throw: *None*

Explanation/Description: By means of this spell the magic-user empowers the recipient to see radiation in the ultraviolet spectrum. In night conditions this means that vision will be clear, as if it were daylight, to a range of 100 yards, and shadowy and indistinct from beyond 100 yards to about 300 yards distance. If the night is very dark, with thick clouds overhead, reduction of ultravision sight is 50%. Where more than about 6 feet of earth or 3 feet of stone interpose between the sky and the individual, such as in virtually any underground area, *ultravision* allows only vision of the dimmest sort in about a 3-foot radius, since the ultraviolet rays are screened out. (Of course, if an emission source is nearby, the visual capabilities improve accordingly.) Nearby light, including the radiance shed by magic items, tends to spoil ultravision, the brightness of the rays "blinding" the eyes to dimmer areas more distant. The material component for this spell is a crushed amethyst of at least 500 gp value.

Wall Of Fire (Evocation)

Level: 4
Range: 6"
Duration: *Special*
Area of Effect: *Special*

Components: V, S, M
Casting Time: 4 segments
Saving Throw: *None*

Explanation/Description: This spell differs from the fifth level druid spell, *wall of fire* (q.v.) only as indicated above and as stated below: the flame color is either violet or reddish blue, base damage is 2-12 hit points (plus 1 hit point per level), the radius of the ring-shaped *wall of fire* is 1" + 1/4" per level of experience of the magic user casting it, and the material component of the spell is phosphorus.

Wall Of Ice (Evocation)

Level: 4
Range: 1"/level
Duration: 1 turn/level
Area of Effect: *Special*

Components: V, S, M
Casting Time: 4 segments
Saving Throw: *None*

Explanation/Description: When this spell is cast, a sheet of strong, flexible ice is created. The wall is primarily defensive, stopping pursuers and the like. The wall is one inch thick per level of experience of the magic-user. It covers a 1" square area per level, i.e. a 10th level magic-user would cause a *wall of ice* up to 10" long and 1" high, or 5" long and 2" high, and so forth. Any creature breaking through the ice will suffer 2 hit points of damage per inch of thickness of the wall, fire-using creatures will suffer 3 hit points, cold-using creatures only 1 hit point when breaking through. If this spell is cast to form a horizontal sheet to fall upon opponents, it has the same effect as an *ice storm's* (q.v.) hail stones in the area over which it falls. Magical fires such as fireballs and fiery dragon breath will melt a wall of ice in 1 round, though they will cause a great cloud of steamy fog which will last 1 turn, but normal fires or lesser magical ones will not hasten its melting. The material component of this spell is a small piece of quartz or similar rock crystal.

Wizard Eye (Alteration)

Level: 4
Range: 0
Duration: 1 round/level
Area of Effect: *Special*

Components: V, S, M
Casting Time: 1 turn
Saving Throw: *None*

Explanation/Description: When this spell is employed, the magic-user creates an invisible sensory organ which sends visual information to him or her. The *wizard eye* travels at 3" per round, viewing an area ahead as a human would or 1" per round examining the ceiling and walls as well as the floor ahead and casually viewing the walls ahead. The *wizard eye* can "see" with infravision at 10', or it "sees" up to 60' distant in brightly lit areas. The *wizard eye* can travel in any direction as long as the spell lasts. The material component of the spell is a bit of bat fur.

Fifth Level Spells:**Airy Water (Alteration)**

Level: 5
Range: 0
Duration: 1 turn/level
Area of Effect: 2" diameter sphere
or 4" diameter hemisphere

Components: V, S, M
Casting Time: 5 segments
Saving Throw: *None*

Explanation/Description: The *airy water* spell turns normal liquid such as water or water based infusions or solutions to a less dense, breathable substance. Thus, if the magic-user were desirous of entering an underwater place, he or she would step into the water, cast the spell and sink downwards in a globe of bubbling water which he or she and any companions in the spell's area of effect could move freely in and breathe just as if it were air rather than water. The globe will move with the spell caster. Note that water breathing creatures will avoid a sphere (or hemisphere) of *airy water*, although intelligent ones can enter it if they are able to move by means other than swimming, but no water-breathers will be able to breathe in an area affected by this spell. There is only one word which needs to be spoken to actuate the magic, and the material component of the spell is a small handful of alkaline or bromine salts.

Animal Growth (Alteration) Reversible

Level: 5
Range: 6"
Duration: 1 round/level
Area of Effect: up to 8 animals in a
2" square area

Components: V, S
Casting Time: 5 segments
Saving Throw: *None*

Explanation/Description: Except as noted above, and for the fact that the material component of the spell is a pinch of powdered bone, this is the same as the fifth level druid spell *animal growth* (q.v.).

Animate Dead (Necromantic)

Level: 5
Range: 1"
Duration: *Permanent*
Area of Effect: *Special*

Components: V, S, M
Casting Time: 5 rounds
Saving Throw: *None*

Explanation/Description: Except as noted above, this spell is the same as the third level cleric spell *animate dead* (q.v.).

Avoidance (Abjuration/Alteration) Reversible

Level: 5
Range: 1"
Duration: *Until dispelled*
Area of Effect: *Up to 3' cube*

Components: V, S, M
Casting Time: 3 segments
Saving Throw: *Special*

Explanation/Description: By means of this spell, the caster sets up a natural repulsion between the affected object and any living things. Thus, any living creature attempting to touch the affected object will be repulsed (unable to come closer than 1'), or will repulse the affected object, depending on the relative mass of the two; i.e., a lone halfling attempting to touch an iron chest with an *avoidance* spell upon it will be thrown back; a dozen such halflings would find themselves unable to come within 1' of the chest, while the chest would skitter away from a giant-sized creature as the creature approached. The material component for the spell is a magnetized needle. Because the spell cannot be cast upon living things, any attempt to cast *avoidance* upon the apparel or possessions borne by a living creature entitles the subject creature to a saving throw. The reverse of this spell, *attraction*, uses the same material components, and sets up a natural attraction between the affected object and all living things. The creature will be drawn to the object if the creature is smaller, or the object will slide toward the creature if the creature is of greater mass than the object. A successful *bend bars* roll must be made to remove an object once it has adhered to another object or creature in this fashion.

MAGIC USER SPELLS, 4TH LEVEL

Bigby's Interposing Hand (Evocation)

Level: 5
Range: 1"/level
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: Bigby's *Interposing Hand* is a large to huge-sized magic member which appears and places itself between the spell caster and his or her chosen opponent. This disembodied hand then remains between the two, regardless of what the spell caster does subsequently or how the opponent tries to get around it. The size of the *Hand* is determined by the magic-user, and it can be human-sized all the way up to titan-sized. It takes as many hit points of damage to destroy as the magic-user who cast it. Any creature weighing less than 2,000 pounds trying to push past it will be slowed to one-half normal movement. The material component of the spell is a glove.

Cloudkill (Evocation)

Level: 5
Range: 1"
Duration: 1 round/level
Area of Effect: 4" wide, 2" high, 2" deep cloud

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell generates a billowing cloud of ghastly yellowish green vapors which is so toxic as to slay any creature with fewer than 4 + 1 hit dice, cause creatures with 4 + 1 to 5 + 1 hit dice to save versus poison at -4 on the dice roll, and creatures up to 6 hit dice (inclusive) to save versus poison normally or be slain by the cloud. The cloudkill moves away from the spell caster at 1" per round, rolling along the surface of the ground. A wind will cause it to alter course, but it will not move back towards its caster. A strong wind will break it up in 4 rounds, and a greater wind force prevents the use of the spell. Very thick vegetation will disperse the cloud in two rounds, i.e. moving through such vegetation for 2". As the vapors are heavier than air, they will sink to the lowest level of the land, even pour down den or sinkhole openings; thus, it is ideal for slaying nests of giant ants, for example.

Conjure Elemental (Conjuration/Summoning)

Level: 5
Range: 6"
Duration: 1 turn/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: There are actually four spells in one as respects *conjure elemental*. The magic-user is able to conjure an air, earth, fire or water elemental with this spell — assuming he or she has the material component for the particular elemental. A considerable fire source must be in range to conjure that type of elemental; a large amount of water must be likewise available for conjuration of a water elemental. Conjured elementals are very strong — see **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL** — typically having 16 hit dice (16d8). It is possible to conjure up successive elementals of different type if the spell caster has memorized two or more of these spells. The type of elemental to be conjured must be decided upon before memorizing the spell. The elemental conjured up must be controlled by the magic-user, i.e. the spell caster must concentrate on the elemental doing his or her commands, or it will turn on the magic-user and attack. The elemental, however, will not cease a combat to do so, but it will avoid creatures when seeking its conjurer. If the magic-user is wounded or grappled, his or her concentration is broken. There is always a 5% chance that the elemental will turn on its conjurer regardless of concentration, and this check is made at the end of the second and each succeeding round. The elemental can be controlled up to 3" distant per level of the spell caster. The elemental remains until its form on this plane is destroyed due to damage or the spell's duration expires. Note that water elementals are destroyed if they move beyond 6" of a body of water. The material component of this spell (besides the quantity of the element at hand) is a small amount of:

Air Elemental — burning incense
Earth Elemental — soft clay
Fire Elemental — sulphur and phosphorus
Water Elemental — water and sand

N.B. Special protection from uncontrolled elementals is available by means of a pentacle, pentagram, thaumaturgic triangle, magic circle, or protection from evil spell.

Cone Of Cold (Evocation)

Level: 5
Range: 0
Duration: Instantaneous
Area of Effect: Special

Components: V, S, M
Casting Time: 5 segments
Saving Throw: ½

Explanation/Description: When this spell is cast, it causes a cone-shaped area originating at the magic-user's hand and extending outwards in a cone ½" long per level of the caster. It drains heat and causes 1 four-sided die, plus 1 hit point of damage (1d4 + 1), per level of experience of the magic-user. For example, a 10th level magic-user would cast a cone of cold causing 10d4 + 10 hit points of damage. Its material component is a crystal or glass cone of very small size.

Contact Other Plane (Divination)

Level: 5
Range: 0
Duration: Special
Area of Effect: Special

Components: V
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user sends his or her mind to another plane of existence in order to receive advice and information from powers there. As these powers are located at random, and resent such contact in any case, only brief answers will be given. (Your DM will answer all questions with a "yes", "no", "maybe", "never", "irrelevant", etc.) The character can contact an elemental plane or some plane further removed. For every 2 levels of experience of the magic-user one question may be asked. Contact with minds far removed from the plane of the magic-user increases the probability of the spell caster going insane or dying, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased by moving to distant planes:

Plane	Likelihood of Insanity*	Likelihood of Knowledge	Probability of Veracity**
Elemental	20%	90%***	75%
1 removed	5%	60%	65%
2 removed	10%	65%	67%
3 removed	15%	70%	70%
4 removed	20%	75%	73%
5 removed	25%	80%	75%
6 removed	30%	85%	78%
7 removed	35%	90%	81%
8 removed	40%	95%	85%
9 or more removed	50%	98%	90%

* For every 1 point of intelligence over 15, the magic user reduces probability of insanity by 5%.

** If the answer is unknown, and the answer is not true, the being will answer definitely. If truth is indicated, it will answer "unknown."

*** Assumes knowledge of questions pertaining to the appropriate elemental plane.

Insanity will strike as soon as 1 question is asked. It will last for 1 week for each removal of the plane contacted, 10 weeks maximum. There is a 1% chance per plane that the magic-user will die before recovering unless a remove curse spell is cast upon him or her.

Dismissal (Abjuration) Reversible (Conjuration/Summoning)

Level: 5
 Range: 1"
 Duration: *Permanent*
 Area of Effect: *One creature*

Components: V, S, M
 Casting Time: *One round*
 Saving Throw: *Neg.*

Explanation/Description: By means of this spell, a magic-user on the Prime Material Plane seeks to force or allow some creature from another plane of existence to return to its proper plane (cf. 4th-level cleric spell *abjure*). The name of the type of creature to be returned must be known, and if it has a given, proper, or surname, this too must be known and used in the spell. Magic resistance, if any, is checked for effect immediately. Then, the level of the spell caster is compared to the level or number of hit dice of the creature being dismissed. If the magic-user has a higher number, the difference between his or her level is subtracted from the saving throw score of the creature to be affected by the *dismissal*. If the creature has a higher level or higher number of hit dice than the level of the caster, then that difference is added to its saving throw score. *Exception:* If the creature desires to be dismissed, then only an unmodified saving throw is needed. Certain arcane works are reputed to allow greatly enhanced chances for spell success. If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

The reverse of the spell, *beckon*, attempts to conjure up a known and named (if applicable) creature from another plane. Success or failure is determined in the same manner as for a *dismissal* spell, but in this case magic resistance is only checked if the creature has no known proper name. If the spell succeeds, the creature is instantly transported from wherever it was to the plane of the spell caster. This does not guarantee that the beckoned creature will be kindly disposed to the magic-user, nor will it in any way be subject to his or her wishes or commands without some additional constraint. Because of this, various sorts of protective measures are generally taken when using this form of the spell, and even with careful preparation, the results might be unwholesome.

This spell does not work on creatures that are native to the Prime Material Plane but travel to other planes (such as shedu), nor against creatures that have part of their ancestry in the Prime Material Plane (such as cambions).

The material components of the spell vary with the type of creature to be dismissed or called. In general, items which are inimical and distasteful to the subject creature are used for a *dismissal*, and for a *beckon* spell materials which are pleasing, desirable, and rewarding must be used.

Distance Distortion (Alteration)

Level: 5
 Range: 1"/level
 Duration: 1 turn/level
 Area of Effect: 100 square " per level

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: None

Explanation/Description: This spell can only be cast when the magic-user has an earth elemental conjured up, but the elemental will not react hostilely to co-operation with the spell caster when he or she announces that his or her intent is to cast a *distance distortion* spell. The magic places the earth elemental in the area of effect, and the elemental then causes the area's dimensions to be distorted in either of two ways: 1) the area will effectively be one-half the distance to those travelling over it, or 2) the area will be twice the distance to those travelling across it. Thus a 10' × 100' corridor could seem as if it was but 5' wide and 50' long, or it could appear to be 20' wide and 200' long. When the spell duration has elapsed, the elemental returns to its own plane. The true nature of an area affected by *distance distortion* is absolutely undetectable to any creatures travelling along it, although the area will radiate a dim *dweomer*, and a *true seeing* spell will reveal that an earth elemental is spread within the area. Material needed for this spell is a small lump of soft clay.

Dolor (Enchantment/Charm)

Level: 5
 Range: 1"
 Duration: 2 rounds
 Area of Effect: *One creature*

Components: V, S
 Casting Time: 5 segments
 Saving Throw: *Special*

Explanation/Description: By means of this spell, the magic-user attempts to force compliance or obedience from some oppositely aligned or hostile creature from a plane foreign to that of the spell caster. The *dweomer* causes *unease* in the creature in question during its mere reading, and on the round thereafter, the subject becomes *nervous* and filled with *doubts*, while on the last round of effect the creature actually feels a dull, all-encompassing *dolor*. The initial effects cause the subject creature to make all saving throws versus commands and non-offensive spells (including *charms*) at -1 on the dice rolled to determine whether or not it resists, the adjustment favoring compliance. The secondary effects cause the adjustment to go to -2. The tertiary effect brings with it an adjustment of -3. Thereafter, the creature is no longer affected and it makes further saving throws without adjustment.

The verbal component of the spell must deal with the class of creature in question, containing as much information as possible about the subject creature.

When uttering the spell, the magic-user can be mentally assailed by the creature if the subject has a higher intelligence than the spell caster. In such a case, the creature has a 5% chance per point of superior intelligence of effectively *charming* and *dominating* the magic-user. In the case of such control, the creature will then do with the spell caster as its alignment dictates. If the spell caster is distracted or interrupted during the casting of the spell, the subject creature is able to *automatically* effect the *charm* and *domination*.

Extension II (Alteration)

Level: 5
 Range: 0
 Duration: *Special*
 Area of Effect: *Special*

Components: V
 Casting Time: 4 segments
 Saving Throw: None

Explanation/Description: This spell is the same as the fourth level *Extension I* spell, except it extends the duration of first through fourth level spells by 50%.

Fabricate (Enchantment - Alteration)

Level: 5
 Range: 1/2"/level
 Duration: *Permanent*
 Area of Effect: 1 cu. yd. per level of caster

Components: V, S, M
 Casting Time: *Special*
 Saving Throw: None

Explanation/Description: By means of this spell, the magic-user is able to convert material of one sort into a product of desired nature which is of basically the same material as was initially used when the *fabricate* was cast. Thus, the spell caster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth. Magical or living things cannot be created or altered by a *fabricate* spell. The quality of items made by means of the spell is commensurate with the quality of material used as the basis for the new fabrication. If mineral material is worked with, the area of effect is reduced by a factor of nine; i.e., 1 cubic yard becomes 1 cubic foot.

Articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.) cannot be *fabricated* unless the magic-user actually has great skill in the craft considered. Casting requires 1 full round per cubic yard (or foot) of material to be affected.

MAGIC USER SPELLS, 5TH LEVEL

Feeblemind (Enchantment/Charm)

Level: 5
Range: 1"/level
Duration: Permanent
Area of Effect: One creature

Components: V, S, M
Casting Time: 5 segments
Saving Throw: Neg.

Explanation/Description: Except as noted above, this spell is the same as the sixth level druid spell, *feeblemind* (q.v.). The material component of this spell is a handful of small clay, crystal, glass or mineral spheres.

Hold Monster (Enchantment/Charm)

Level: 5
Range: 1/2"/level
Duration: 1 round/level
Area of Effect: One to four monsters (creatures)

Components: V, S, M
Casting Time: 5 segments
Saving Throw: Neg.

Explanation/Description: This spell immobilizes from one to four creatures of any type within spell range and in sight of the spell caster. He or she can opt to *hold* one, two, three or four monsters. If three or four are attacked, each saving throw is at normal; if two are attacked, each saving throw is at -1 on the die; and if but one is attacked, the saving throw is at -3 on the die. (Partially-negated *hold monster* spell effects equal those of a *slow spell*.) The material component for this spell is one hard metal bar or rod for each monster to be held. The bar or rod can be small, i.e. the size of a three-penny nail.

Leomund's Lamentable Belabourment (Enchantment/Evocation)

Level: 5
Range: 1"
Duration: Special
Area of Effect: One or more creatures in a 1" radius

Components: V
Casting Time: 5 segments
Saving Throw: Special

Explanation/Description: By means of this spell, the magic-user causes a combination of *fascination*, *confusion*, and *rage* upon one or more creatures able to understand the language in which the spell caster speaks. Upon casting the spell, the magic-user begins discussion of some topic germane to the creature or creatures to be affected. Those not saving versus spell will immediately begin to converse with the spell caster, agreeing or disagreeing, all most politely. As long as the spell caster chooses, he or she can maintain the spell by conversing with the subject(s). As long as there is no attack made upon them, they will ignore all else going on around them, instead "choosing" to spend their time exclusively talking and arguing. This saving throw, and all saving throws in this spell, is modified by the target's intelligence as follows: Creatures with intelligence of 2 or lower are not affected by the spell, but those with intelligence of 3-7 save at -1. Beings with intelligence of 8-10 save normally, those with intelligence of 11-14 at +1, and those with intelligence scores of 15 or higher at +2.

If the spell is maintained for more than 3 rounds, each subject creature must attempt another save versus spell. Those failing to save this time will wander off in *confusion* for 3-12 rounds, avoiding the proximity of the spell caster in any event. Those who make the *confusion* save are still kept in *fascination* and must also save in the 4th, 5th, and 6th rounds (or for as long as the caster continues the dweomer) to avoid the *confusion* effect. If the spell is maintained for more than 6 rounds, each subject must save versus spell to avoid going into a *rage* — either at oneself, if one is the sole object of the spell, or at all other subjects of the spell — and attacking (regular "to hit" probability) against one's own person, or falling upon the nearest other subject of the dweomer with intent to kill. This *rage* will last for 2-5 rounds. Those subjects who save versus spell on the *rage* check will realize that they have fallen prey to the spell and will collapse onto the ground, lamenting their foolishness, for 1-4 rounds unless they are attacked or otherwise disturbed.

If during the course of the maintenance of the spell the caster is attacked or otherwise distracted, he or she is still protected, for the subject or subjects will not notice. The magic-user can leave at any time after the casting and the subject(s) will continue on for 1 full round as if he or she were still there to converse with. In these cases, however, saving throws for continuance of the spell are not applicable, even if, for instance, the subject(s) would otherwise have had to save to avoid *confusion* or *rage*. Note that the spell is entirely verbal.

Leomund's Secret Chest (Alteration, Conjunction/Summoning)

Level: 5
Range: Special
Duration: 60 days
Area of Effect: One chest of about 2'x2'x3' size

Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: In order to cast this spell the magic-user must have an exceptionally well-crafted and expensive chest constructed for him by master craftsmen. If made principally of wood, it must be of ebony, rosewood, sandalwood, teak or the like, and all of its corner fittings, nails, and hardware must be of platinum. If constructed of ivory, the metal fittings of the chest may be of gold; and if the chest is fashioned from bronze, copper, or silver, its fittings may be of electrum or silver. The cost of such a chest will never be less than 5,000 g.p. Once constructed, the magic-user must have a tiny replica (of the same materials and perfect in every detail) made, so that the miniature of the chest appears to be a perfect copy. One magic-user can have but one pair of these chests at any given time, and even wish spells will not allow exception!

While touching the chest and holding the tiny replica, the caster chants the spell. This will cause the large chest to vanish into the ethereal plane. The chest can contain one cubic foot of material per level of the magic-user no matter what its apparent size. Living matter makes it 75% likely that the spell will fail, so the chest is typically used for securing valuable spell books, magic items, gems, etc. As long as the spell caster has the small duplicate of the magic chest, he or she can recall the large one from the ethereal plane to the locale he or she is in when the chest is desired. If the miniature of the chest is lost or destroyed, there is no way, including a wish, that the large chest will return.

While on the ethereal plane, there is a 1% cumulative chance per week that some creature/being will find the chest. If this occurs there is 10% likelihood that the chest will be ignored, 10% possibility that something will be added to the contents, 30% possibility that the contents will be exchanged for something else, 30% chance that something will be stolen from it, and 20% probability that it will be emptied. In addition, when the secret chest is brought back to the Prime Material Plane, an ethereal window is opened and remains open for 5 hours, slowly diminishing in size. As this hole opens between the planes there is a 5% chance that some ethereal monster will be drawn through, with a 1% cumulative reduction in probability each hour thereafter until the window is gone. However, no creature on the Prime Material Plane can locate the chest, even with a gem of seeing, true seeing, etc.

If Leomund's Secret Chest is not retrieved before spell duration lapses, there is a cumulative chance of 5% per day that the chest will be lost forever, i.e. 5% chance for loss at 61 days, 10% at 62 days, and so forth.



Magic Jar (Possession)

Level: 5
 Range: 1"/level
 Duration: Special
 Area of Effect: One creature

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: Special

Explanation/Description: Magic jar is a very unusual spell. It enables the magic user to take over the mind of the victim and thus control the creature's body. In fact, if the body is human or humanoid, the magic-user can even use the spells he or she knows. The possessor can call upon rudimentary knowledge of the possessed, but not upon the real knowledge, i.e. a possessor will not know the language or spells of the possessed. The spell caster transfers his or her life force to a special container (a large gem or crystal), and from this magic jar the life force can sense and attack any creature within the spell range radius, but what the creature is, is not determinable from the magic jar. The special life force receptacle must be within spell range of the magic-user's body at the time of spell casting. Possession takes place only if the victim fails to make the required saving throw. Failure to possess a victim leaves the life force of the magic-user in the magic jar. Possession attempts require 1 round each. If the body of the spell caster is destroyed, the life force in the magic jar is not harmed. If the magic jar is destroyed, the life force is snuffed out. Returning to the real body requires 1 round, and can only be done from a magic jar in spell range of the body. The saving throw versus a magic jar spell is modified by comparing combined intelligence and wisdom scores (intelligence only in non-human or non-humanoid creatures) of the magic-user and victim.

Difference	Die Adjustment
Negative 9 or +	+4
Negative 8 to 6	+3
Negative 5 to 3	+2
Negative 2 to 0	+1
Positive 1 to 4	0
Positive 5 to 8	-1
Positive 9 to 12	-2
Positive 13 or +	-3

A negative score indicates the magic-user has a lower score than does his or her intended victim; thus, the victim has a saving throw bonus. The magic jar is the spell's material component. Note that a possessed creature with any negative difference or a positive difference less than 5 is entitled to a saving throw each round to determine if it is able to displace the possessor's mind, a positive difference of 5 to 8 gains a saving throw each turn, a positive difference of 9 to 12 gains a saving throw each day, and a positive difference of 13 or better gains a saving throw each week. If the magic jarred creature regains control of its mind, the magic-user is trapped until he or she can take over the mind for control or escape.

Monster Summoning III (Conjuration/Summoning)

Level: 5
 Range: 5"
 Duration: 4 rounds + 1 round/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: None

Explanation/Description: When this spell is cast, 1-4 third level monsters are summoned, coming within 1-4 rounds. See *monster summoning 1* for other details.

Mordenkainen's Faithful Hound (Conjuration/Summoning)

Level: 5
 Range: 1"
 Duration: 2 rounds/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: None

Explanation/Description: By means of this spell the magic-user summons up a phantom watchdog which only he or she can see. He or she may then command it to perform as guardian of a passage, room, door, or similar space or portal. The phantom watchdog will immediately commence a loud barking if any creature larger than a cat approaches the place it guards. As the *Faithful Hound* is able to detect invisible, astral, ethereal, out of phase, duo-dimensional, or similarly non-visible creatures, it is an excellent guardian. In addition, if the intruding creature or creatures allow their backs to be exposed to the phantom watchdog, it will deliver a vicious attack as if it were a 10 hit dice monster, striking for 3-18 hit points of damage, and being able to hit opponents of all sorts, even those

normally subject only to magical weapons of +3 or greater. The *Faithful Hound* cannot be attacked, but it can be dispelled. Note, however, that the spell caster can never be more than 3" distant from the area that the phantom watchdog is guarding, or the magic is automatically dispelled. The material components of this spell are a tiny silver whistle, a piece of bone, and a thread.

**Passwall (Alteration)**

Level: 5
 Range: 3"
 Duration: 6 turns + 1 turn/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: None

Explanation/Description: A passwall enables the spell caster to open a passage through wooden, plaster, or stone walls; thus he or she and any associates can simply walk through. The spell causes a 5' wide by 8' high by 10' deep opening. Note several of these spells will form a continuing passage so that very thick walls can be pierced. The material component of this spell is a pinch of sesame seeds.

Sending (Evocation)

Level: 5
 Range: Special
 Duration: Special
 Area of Effect: One creature

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: By means of this spell, the caster is empowered to contact a single creature with whom he or she is familiar and whose name and appearance are well known. If the creature in question is not on the same plane of existence as the spell caster, there is a 5% chance per plane removed that the *sending* will not arrive; i.e., if the subject were two planes removed there would be a 10% chance of failure. The magic-user can send one word per level of experience, with articles not considered; e.g., *a*, *an*, and *the* are not treated as words with respect to the message sent. Although the *sending* is received, the subject creature is not obligated to act upon it in any manner. The *sending*, if successful, will be understood even though the creature has an intelligence of as little as 1 factor (1 point, or *animal* intelligence).

The material component for this spell consists of two tiny cylinders, each with one open end, connected by a short piece of copper wire.

Stone Shape (Alteration)

Level: 5
 Range: Touch
 Duration: Permanent
 Area of Effect: One cubic foot per level

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: None

Explanation/Description: By means of this spell the magic-user can form an existing piece of stone into a shape which will suit his or her purposes. For example, a stone weapon can be made, a special trapdoor fashioned, or an idol sculpted. By the same token, it would allow the spell caster to reshape a stone door, perhaps, so as to escape imprisonment, providing the volume of stone involved was within the limits of the area of effect. While stone coffers can be thus formed, secret doors made, etc., the fineness of detail is not great. The material component of this spell is soft clay which must be worked into roughly the desired shape of the stone object and then touched to the stone when the spell is uttered.

MAGIC USER SPELLS, 5TH LEVEL

Telekinesis (Alteration)

Level: 5
Range: 1"/level
Duration: 2 rounds + 1 round/level
Area of Effect: 250 g.p. weight/level

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: By means of this spell the magic-user is able to move objects by will force, by concentrating on moving them mentally. The *telekinesis* spell causes the desired object to move vertically or horizontally. Movement is 2" the first round, 4" the second, 8" the third, 16" the fourth, and so on, doubling each round until a maximum telekinetic movement of 1,024" per round is reached. (Heavy objects travelling at high speed can be deadly weapons!) Note that *telekinesis* can be used to move opponents who fall within the weight capacity of the spell, but if they are able to employ as simple a counter-measure as an *enlarge* spell, for example (thus making the body weight go over the maximum spell limit), it is easily countered. Likewise, ambulation or some other form of motive power if the recipient of the spell is not able to ambulate, counters the effect of *telekinesis*, provided the velocity has not reached 16" per round. The various *Bigby's . . . Hand* spells will also counter this spell, as will many other magics.

Teleport (Alteration)

Level: 5
Range: Touch
Duration: Instantaneous
Area of Effect: Special

Components: V
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: When this spell is used, the magic-user instantly transports himself or herself, along with a certain amount of additional weight which is upon, or being touched by, the spell caster, to a well-known destination. Distance is not a factor, but inter-plane travel is not possible by means of a *teleport* spell. The spell caster is able to *teleport* a maximum weight of 2,500 g.p. equivalence, plus an additional 1,500 g.p. weight for each level of experience above the 10th, i.e. a 13th level magic-user *teleports* a maximum weight of 7,000 g.p. (700 pounds). If the destination area is very familiar to the magic-user (he or she has a clear mental picture through actual proximity to and studying of the area) it is unlikely that there will be any error in arriving exactly in the place desired. Lesser known areas (those seen only magically or from a distance) increase the probability of error. Unfamiliar areas present considerable peril. This is demonstrated below:

Destination Area is	Probability of Teleporting		
	High	On Target	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Teleporting high means the magic-user will arrive 1" above ground for every 1% he or she is below the lowest "On Target" probability — only 2" when the destination is very familiar, and as high as 32" if the destination area was never seen. Any low result means the instant death of the magic-user if the area into which he or she teleports to is solid. Note that there is no possibility of teleporting to an area of empty space, i.e. a substantial area of surface must be there, whether a wooden floor, a stone floor, natural ground, etc.

Transmute Rock To Mud (Alteration) Reversible

Level: 5
Range: 1"/level
Duration: Special
Area of Effect: 2 cubic "/level

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: Except as noted above, and that the material components for the spell are clay and water (or sand, lime and water for the reverse), this spell is the same as the fifth level druid spell, *transmute rock to mud*.

Wall Of Force (Evocation)

Level: 5
Range: 3"
Duration: 1 turn + 1 round/level
Area of Effect: 20' square/level

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: A *wall of force* spell creates an invisible barrier in the locale desired by the caster, up to the spell's range. The *wall of force* will not move and is totally unaffected by any other spells, including *dispel magic*, save a *disintegrate* spell, which will immediately destroy it. Likewise, the *wall of force* is not affected by blows, missiles, cold, heat, electricity, or any similar things. Spells or breath weapons will not pass through it in either direction. The magic-user can, if desired, shape the wall to a hemispherical or spherical shape with an area equal to his or her ability, maximum of 20 square feet per level of experience. The material component for this spell is a pinch of powdered diamond.

Wall Of Iron (Evocation)

Level: 5
Range: 1/2"/level
Duration: Permanent
Area of Effect: Special

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user causes a vertical iron wall to spring into being. Typically, this wall is used to seal off a passage or close a breach, for the wall inserts itself into any surrounding material if its area is sufficient to do so. The *wall of iron* is one quarter of an inch thick per level of experience of the spell caster. The magic-user is able to evoke an area of iron wall 15 square feet for each of his or her experience levels, so at 12th level a wall of iron 180 square feet in area can be created. If the wall is created in a location where it is not supported, it will fall and crush any creature beneath it. The wall is permanent, unless attacked by a *dispel magic* spell, but subject to all forces a normal iron wall is subject to, i.e. rust, perforation, etc. The material component of this spell is a small piece of sheet iron.

Wall Of Stone (Evocation)

Level: 5
Range: 1/2"/level
Duration: Permanent
Area of Effect: Special

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell creates a wall of granite rock which merges into adjoining rock surfaces if the area is sufficient to allow it. It is typically employed to close passages, portals, and breaches against opponents. The *wall of stone* is 1/4' thick and 20' square in area per level of experience of the magic-user casting the spell. Thus, a 12th level magic-user creates a *wall of stone* 3' thick and 240 square feet in surface area (a 12' wide and 20' high wall, for example, to completely close a 10' X 16' passage). The wall created need not be vertical nor rest upon any firm foundation (cf. *wall of iron*); however, it must merge with an existing stone formation. It can be used to bridge a chasm, for instance, or as a ramp. The wall is permanent unless destroyed by a *dispel magic* spell or by normal means such as breaking, chipping or a *disintegrate* spell. The material component is a small block of granite.

Sixth Level Spells:**Anti-Magic Shell (Abjuration)**

Level: 6
 Range: 0
 Duration: 1 turn/level
 Area of Effect: 1'/level diameter sphere

Components: V, S
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: By means of an *anti-magic shell*, the magic-user causes an invisible barrier to surround his or her person, and this moves with the spell caster. This barrier is totally impervious to all magic and magic spell effects (this includes such attack forms as breath weapons, gaze weapons, and voice weapons). It thus prevents the entrance of spells or their effects, and it likewise prevents the function of any magical items or spells within its confines. It prevents the entrance of charmed, summoned, and conjured creatures. However, normal creatures (assume a normal troll rather than one conjured up, for instance) can pass through the shell, as can normal missiles. While a magic sword would not function magically within the shell, it would still be a sword.

**Bigby's Forceful Hand (Evocation)**

Level: 6
 Range: 1"/level
 Duration: 1 round/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: None

Explanation/Description: *Bigby's Forceful Hand* is a more powerful version of *Bigby's Interposing Hand* (q.v.). It exerts a force in addition to interposing itself, and this force is sufficient to push a creature away from the spell caster if the creature weighs 500 pounds or less, to push so as to slow movement to 1" per round if the creature weighs between 500 and 2,000 pounds, and to slow movement by 50% of creatures weighing up to 8,000 pounds. It takes as many hit points to destroy as its creator has. Its material component is a glove.

Chain Lightning (Evocation)

Level: 6
 Range: 4" + 1/2"/level
 Duration: Instantaneous
 Area of Effect: Special

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: 1/2 or Neg.

Explanation/Description: When this spell is cast, the electrical discharge begins as a single stroke of lightning, 1/4" wide, commencing from the fingertips of the caster and extending to the primary target, which must lie within the maximum range of the spell as dictated by the level of the caster.

Chain lightning differs sharply from a *lightning bolt* spell in that it has a primary target as opposed to an area effect. If the primary target makes a successful saving throw versus spell, one-half damage from the bolt of *chain lightning* is taken; otherwise full damage (1d6 points per level of the spell caster) will be inflicted.

In addition, after striking the initial target, the bolt arcs to the nearest other object, be it animal, vegetable, or mineral. This chain of striking continues from one object to another object nearest it, possibly setting up an oscillation between two (presumably stationary or immobilized) objects, or a regular pattern involving three or more objects. If two or more possible targets are equidistant, the *chain lightning* will arc to metal first, then to the one with the most fluid, otherwise at random. The chain keeps building up to as many "links" (including the initial target) as the spell caster has levels. Thus, a 12th-level magic-user casting the spell would hit 12 targets: the primary target first,

then 11 other (not necessarily different) targets. After the initial strike, each object subsequently struck is entitled to a saving throw versus spell, if applicable. Success on this save indicates that the stroke actually arced to the *next* nearest target, and the target that saved takes no damage.

The arcing bolt will continue until it has struck the appropriate number of objects, as indicated by a target's failure to save or lack of the opportunity to do so (as for an inanimate object of non-magical nature), until the stroke fades out or strikes a target that grounds it. Direction is never a consideration in plotting the path of the arcing *chain lightning*. Distance is a factor, though; a single arc can never be longer than the range limit. If, in order to arc, the bolt must travel a greater distance than its maximum range, the stroke fades into nothing. A tree or a substantial piece of conductive metal — such as interconnecting iron bars of a large cell or cage — will ground the lightning stroke and prevent further arcing.

The lightning inflicts one less d6 of damage on each target it hits after striking the primary target for the first time; if the initial target was struck by a 12d6 bolt, the next target struck takes an 11d6 bolt, then 10d6, 9d6, 8d6, 7d6, and so on all the way down to 1d6 — the last spurt of energy from the bolt. (A saving throw for half damage applies on each strike, different from the save versus spell to see if the lightning actually hits a secondary target.) The caster can be struck by an arc from his or her own spell. The material components are a bit of fur; an amber, glass, or crystal rod; and as many silver pins as the spell caster has levels of experience.

Contingency (Evocation)

Level: 6
 Range: 0
 Duration: 1 day/level
 Area of Effect: The magic-user

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: By means of this spell, the magic-user is able to place another spell upon his or her person so that the latter spell will come into effect upon occurrence of the situation dictated during the casting of the *contingency* spell. The *contingency* spell and the spell it is to bring into effect — the "companion" spell — are, in effect, cast at the same time (the 1-turn casting time indicated above is a total for both castings). The spell to be brought into effect by the prescribed contingency must be one which affects the magic-user's person (*feather fall*, *levitation*, *fly*, *statue*, *feign death*, etc.) and of a level no higher than one-third of the experience level of the caster (rounded down), to an upper limit of the 6th spell level: a 4th level "companion spell" maximum at 12th, 13th or 14th level of experience; a 5th level maximum at 15th, 16th or 17th level of experience, and a 6th level maximum at 18th level of experience and beyond. Only one *contingency* spell can be in effect upon the spell caster at any one time; if a second is used, the first one (if still active) is cancelled.

The situation prescribed to bring the spell into effect must be clear, although it can be rather general. For example, a *contingency* cast with an *airy water* "companion spell" might prescribe that any time the magic-user is plunged into or otherwise engulfed in water or similar liquid, the *airy water* spell will instantly come into effect. Likewise, the *contingency* could bring a *feather fall* into effect anytime the magic-user falls over 2' distance. In all cases, the *contingency* immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that complex, complicated, and/or convoluted prescribed conditions for effecting the play of the *dweomer* are likely to cause the whole spell complex (the *contingency* spell and the companion magic) to simply fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100 gp worth of quicksilver, an elephant ivory statuette of the magic-user, and an eyelash of an ogre magi, ki-rin, or similar spell-using creature. Note that the ivory statuette is not destroyed by the spell casting (although it might be subject to wear and tear), and it must be carried on the person of the spell caster for the *contingency* spell to perform its function when called upon.

MAGIC USER SPELLS, 6TH LEVEL

Control Weather (Alteration)

Level: 6
Range: 0
Duration: 4-24 hours
Area of Effect: 4-16 square miles

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: Except as noted above, and for the differing material components, this spell is the same as the seventh level cleric *control weather* spell (q.v.). The material components of this spell are burning incense, and bits of earth and wood mixed in water.

Death Spell (Conjuration/Summoning)

Level: 6
Range: 1"/level
Duration: Instantaneous
Area of Effect: 1/2" square/level

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: When a death spell is cast, it slays creatures in the area of effect instantly and irrevocably. The number of creatures which can be so slain is a function of their hit dice:

Victim's Hit Dice	Maximum Number of Creatures Affected	
less than 2	4-80	(4d20)
2 to 4	3-30	(3d10)
4+1 to 6+3	2-8	(2d4)
6+4 to 8+3	1-4	(1d4)

If a mixed group of creatures is attacked with a death spell, use the following conversion:

Creature's Hit Dice:	Equals Creatures with Hit Dice of:			
	less than 2	2 to 4	4+1 to 6+3	6+4 to 8+3
6+4 to 8+3	10	5	2	-
4+1 to 6+3	8	3	-	.5
2 to 4	4	-	.125	.05

First, simply roll the dice to see how many creatures of less than 2 hit dice are affected, kill all these, then use the conversion to kill all 2 to 4 hit dice monsters, etc. If not enough of the number remains to kill the higher levels, they remain. This system can be reversed by applying it to higher hit dice victims first. Example: The 4d20 when rolled indicate a total of 53, 20 of this is used to kill one 6+4 to 8+3 die creature ($20 \times .05 = 1$), 16 are used to kill two 4+1 to 6+3 hit dice creatures ($16 \times .125 = 2$), 12 are used to kill three 2 to 4 die creatures ($3 \times 4 = 12$), and 5 remainder can be used to kill off 5 less-than-2 die creatures ($5 \times 1 = 5$), i.e. $20 + 16 + 12 + 5 = 53$. A death spell does not affect lycanthropes, undead creatures, or creatures from other than the Prime Material Plane. The material component of this spell is a crushed black pearl with a minimum value of 1000 g.p.

Disintegrate (Alteration)

Level: 6
Range: 1/2"/level
Duration: Permanent
Area of Effect: Special

Components: V, S, M
Casting Time: 6 segments
Saving Throw: Neg.

Explanation/Description: This spell causes matter to vanish. It will affect even matter (or energy) of a magical nature, such as Bigby's *Forceful Hand*, but not a globe of invulnerability or an anti-magic shell. Disintegration is instantaneous, and its effects are permanent. Any living thing can be affected, even undead, and non-living matter up to 1" cubic volume can be obliterated by the spell. Creatures, and magical material with a saving throw, which successfully save versus the spell are not affected. Only 1 creature or object can be the target of the spell. Its material components are a lodestone and a pinch of dust.

Enchant An Item (Conjuration/Summoning)

Level: 6
Range: Touch
Duration: Special
Area of Effect: One item

Components: V, S, M
Casting Time: Special
Saving Throw: Neg.

Explanation/Description: This is a spell which must be used by a magic-user planning to create a magic item. The *enchant an item* spell prepares the object to accept the magic to be placed upon or within it. The item to be magicked must meet the following tests: 1) it must be in sound and undamaged condition; 2) the item must be the finest possible, considering its nature, i.e. crafted of the highest quality material and with the finest workmanship; and 3) its cost or value must reflect the second test, and in most cases the item must have a raw materials cost in excess of 100 g.p. With respect to requirement 3), it is not possible to apply this test to items such as ropes, leather goods, cloth, and pottery not normally embroidered, bejeweled, tooled, carved, and/or engraved; however, if such work or materials can be added to an item without weakening or harming its normal functions, these are required for the item to be magicked.

The item to be prepared must be touched manually by the spell caster. This touching must be constant and continual during the casting time which is a base 16 hours plus an additional 8-64 hours (as the magic-user may never work over 8 hours per day, and haste or any other spells will not alter time required in any way, this effectively means that casting time for this spell is 2 days + 1-8 days). All work must be uninterrupted, and during rest periods the item being enchanted must never be more than 1' distant from the spell caster, for if it is, the whole spell is spoiled and must be begun again. (Note that during rest periods absolutely no other form of magic may be performed, and the magic-user must remain quiet and in isolation.) At the end of the spell, the caster will "know" that the item is ready for the final test. He or she will then pronounce the final magical syllable, and if the item makes a saving throw (which is exactly the same as that of the magic-user who magicked it) versus magic, the spell is completed. (Note that the spell caster's saving throw bonuses also apply to the item, up to but not exceeding +3.) A result of 1 on the die (d20) always results in failure, regardless of modifications. Once the spell is finished, the magic-user may begin to place the desired dweomer upon the item, and the spell he or she plans to place on or within the item must be cast within 24 hours or the preparatory spell fades, and the item must again be enchanted.

Each spell subsequently cast upon an object bearing an *enchant an item* spell requires 4 hours + 4-8 additional hours per spell level of the magic being cast. Again, during casting the item must be touched by the magic-user, and during rest periods it must always be within 1' of his or her person. This procedure holds true for any additional spells placed upon the item, and each successive dweomer must be begun within 24 hours of the last, even if any prior spell failed.

No magic placed on or into an item is permanent unless a *permanency* spell is used as a finishing touch, and this always runs a risk of draining a point of constitution from the magic-user casting the spell. It is also necessary to point out that while it is possible to tell when the basic (*enchant an item*) spell succeeds, it is not possible to tell if successive castings actually take, for each must make the same sort of saving throw as the item itself made. Naturally, items that are charged — rods, staves, wands, javelins of lightning, ring of wishes, etc. — can never be made permanent. Scrolls or magic devices can never be used to *enchant an item* or cast magic upon an object so prepared.

The material component(s) for this spell vary according to both the nature of the item being magicked and successive magicks to be cast upon it. For example, a cloak of displacement might require the hides of 1 or more displacer beasts, a sword meant to slay dragons could require the blood and some other part of the type(s) of dragon(s) it will be effective against, and a ring of shooting stars might require pieces of meteorites and the horn of a ki-rin. These specifics, as well as other information pertaining to this spell, are known by your Dungeon Master.



Ensnarement (Conjuration/Summoning)

Level: 6
 Range: 1"
 Duration: *Special*
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: *Neg.*

Explanation/Description: The casting of this spell attempts a dangerous act — the luring of a powerful creature from another plane to a specially prepared trap where it will be held until it agrees to perform one service in return for freedom from the *ensnarement* spell. The spell causes an awareness of a *gate*-like opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a *gate*. To save, the creature must roll equal to or less than its intelligence score on 3d6. The score is modified by the difference between the creature's intelligence and that of the spell caster's. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spell caster has a higher score, the difference is added to the total of the 3d6.

If the saving throw succeeds, the creature merely ignores the spell-created opening, and the dweomer fails. If the saving throw is not made, the creature steps into the opening and is *ensnared*. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this also must be used in casting of the *ensnarement* spell.

When actually ensnared, the creature coming from another plane to that of the spell caster is not constrained from harming the one who trapped it. Therefore, the caster uses a magic circle (for creatures from the upper planes or the Astral Plane), a thaumatugic triangle (for creatures from the Ethereal, Elemental, or Concordant Opposition planes), or a pentagram (for creatures from the lower and infernal planes). Regardless of such protection, there is a chance that the entrapped creature will be able to break free and wreak its vengeance upon the spell caster. The base chance for an ensnared creature to break free depends on the manner in which the confining design was made. A hand-done one has a base chance of 20% of being broken, one inlaid or carved has only a base of 10%, and that for the first time only (which indicates whether or not the job was done properly). This base chance is modified by the total score of the magic-user's combined intelligence and experience level compared to the intelligence score and the experience level or number of hit dice of the creature summoned. If the spell caster has a higher total, that difference is subtracted from the percentage chance for the creature to break free. If the creature has a higher total, that difference is added to its chance to break free.

The chance may be further modified by care in preparation of the protective symbol. If the hand-made protection is inscribed over a long period of time, using specially prepared pigments (1,000 gp per turn of application), the chance of an *ensnared* creature breaking free is reduced by 1% for every turn spent so preparing; i.e., an expenditure of 1 turn and 1,000 gp reduces the chance of breaking free by 1%. This can bring the base chance to 0%, but the further modifications for intelligence and level/hit dice still must be made thereafter, and no amount of special preparation can negate that risk. Similarly, an inlaid or inscribed design can be brought to a 0% chance of being broken by inlaying it with various metals, minerals, etc. This effort will require a minimum of one full month of time and add not less than 50,000 gp to the basic cost of having the protection inlaid or inscribed into stone. Any breaking of the lines of protection or blurring of the glyphs, runes, and sigils which guard the magical barrier will spoil the efficacy of the dweomer and allow the creature to break free automatically. Even a straw dropped across the lines of a circle destroy its power. Fortunately, the creature within cannot so much as place a straw upon any portion of the inscribed protective device, for the magic of the barrier absolutely prevents it.

Once safely *ensnared*, the creature can be kept for as long as the spell caster dares. (Remember the danger of something breaking the inscription!) The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature. The DM will then assign a value to what the magic-user has said to the ensnared creature, rating it from 0 to 6. This rating is then subtracted from the intelligence score of the creature. If the creature makes its saving throw, a score equal to or less than its adjusted intelligence, it will refuse service. New offers, bribes, etc. can be made, or the old ones re-offered 24 hours later, when the creature's intelligence has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to release it by means of some riddance spell. It need not be stressed that certain other spells can be used to force a captive creature into submission.

Once the single service is completed, the creature need only so inform the spell caster to be instantly teleported from whence it came. Revenge can be sought (cf. *efreeti*, aerial servant, and invisible stalker). Impossible commands or unreasonable commands will never be agreed to.

Eyebite (Enchantment/Charm, Illusion/Phantasm)

Level: 6
 Range: 20'
 Duration: *Special*
 Area of Effect: *One creature*

Components: V, S
 Casting Time: 1 segment
 Saving Throw: *Special*

Explanation/Description: An *eyebite* spell enables the caster to merely meet the gaze of his or her subject and speak a single word to cause the dweomer to be effectuated. With this single spell, the caster can choose which particular effect is to strike the subject, but the *eyebite* spell is then dissipated, even though only one of its four possible effects were used. The four effects of the spell to be chosen from are these:

Charm: The magic-user can charm a person or monster by gaze and vocalization of a single word. The effect is to make the *charmed* subject absolutely loyal and docile with respect to the charmer, even to the point of personal danger. It is otherwise the same as a *charm person* or *charm monster* spell. A successful saving throw versus spell negates this effect.

Fear: The magic-user can cause fear by gaze and vocalization of a single word. The subject will act as if struck by a *fear* spell unless a saving throw versus spell is successful.

Sicken: This power enables the caster to merely gaze at the subject, speak a word, and cause sudden nausea and sickness to sweep over the subject's body. The victim will be at one-half normal abilities (strength, intelligence, etc.) from the pain and fever (creatures without ability scores are not affected). Movement will be at one-half normal rate also, and the victim will have to rest half of each turn in order to be able to move at all. A saving throw versus spell will negate the power of the dweomer. Otherwise, the victim will remain struck by the *sickness*, losing one actual point of constitution per day until death occurs at zero constitution points. The effects are negated by a successful *dispel magic* spell or by a *heal* spell. *Alter reality*, *limited wish*, and *wish* spells will also remove the *sickness*, but a *cure disease* will not. Note: All non-human, non-demi-human, and non-humanoid creatures save at +4 versus this effect.

Sleep: The magic-user can cause any individual to fall into a comatose slumber by means of a gaze and a single word, unless the subject makes its saving throw versus spell. Creatures normally subject to the 1st-level spell *sleep* save at -2. Undead are not subject to this power. Affected creatures must be shaken or otherwise shocked to bring them back to consciousness.

MAGIC USER SPELLS, 6TH LEVEL

Extension III (Alteration)

Level: 6
Range: 0
Duration: *Special*
Area of Effect: *Special*

Components: V
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell is the same as the fourth level *Extension I* except that it will extend first through third level spells to double duration and will extend the duration of fourth or fifth level spells by 50% of the indicated duration.

Geas (Enchantment/Charm)

Level: 6
Range: *Touch*
Duration: *Special*
Area of Effect: *Creature touched*

Components: V
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: A geas spell places a magical command upon the creature (usually human or humanoid) to carry out some service, or refrain from some action or course of activity, as desired by the spell caster. The creature must be intelligent, conscious, and under its own volition. While a geas cannot compel a creature to kill itself, or to perform acts which are likely to result in certain death, it can cause almost any other course of action. The spell causes the geased creature to follow the instructions until the geas is completed. Failure to do so will cause the creature to grow sick and die within 1 to 4 weeks. Deviation from or twisting of the instructions causes corresponding loss of strength points until the deviation ceases. A geas can be done away with by a *wish* spell, but a *dispel magic* or *remove curse* will not negate it. Your referee will instruct you as to any additional details of a geas, for its casting and fulfillment are tricky, and an improperly cast geas is null and void immediately (cf. *wish*).

Glassee (Alteration)

Level: 6
Range: *Touch*
Duration: 1 round/level
Area of Effect: *Special*

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By means of this spell the magic-user is able to make a section of metal, stone or wood as transparent as glass to his gaze, or even make it into transparent material as explained hereafter. Normally, up to four inches of metal can be seen through, stone up to 6' thick can be made transparent, and 20' of wood can be affected by the glassee spell. The spell will not work on lead, gold or platinum. The magic-user can opt to make the glassee apply to himself or herself only, and apply it up to once per round while spell duration lasts; or the caster can actually make a transparent area, a one-way window, in the material affected. Either case gives a viewing area 3' wide by 2' high. The material component of the spell is a small piece of crystal or glass.

Globe Of Invulnerability (Abjuration)

Level: 6
Range: 0
Duration: 1 round/level
Area of Effect: 1" diameter sphere

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell is the same as the fourth level *minor globe of invulnerability* (q.v.), except as regards casting time and for the fact that it prevents the functioning of first through fourth level spells affecting the magic-user within the globe, while he or she can cast spells through it, of course.

Guards And Wards (Evocation, Alteration, Enchantment/Charm)

Level: 6
Range: 0
Duration: 6 turns/level
Area of Effect: 1" radius/level, extending from 2" diameter sphere

Components: V, S, M
Casting Time: 3 turns
Saving Throw: None

Explanation/Description: This special and powerful spell is primarily used to defend the magic-user's stronghold. The following take place in the area of effect upon casting of the spell:

1. All corridors become misty, and visibility is reduced to 10'.
2. All doors are wizard locked.
3. One door per level of experience of the magic-user is covered by an illusion as if it were a plain wall.
4. Stairs are filled with webs from top to bottom.
5. Where there are choices in direction — such as a cross or side passage — a minor confusion-type spell functions so as to make it 50% probable that intruders will believe they are going in the exact opposite direction.
6. The whole area radiates magic.
7. The magic-user can place one of the following additional magics:
 - A. *Dancing lights* in four corridors, or
 - B. *Magic mouths* in two places, or
 - C. *Stinking Clouds* in two places, or
 - D. *Gust of wind* in one corridor or room, or
 - E. *Suggestion* in one place.

Note that items 3 and 7 function only when the magic-user is totally familiar with the area of the spell's effect. *Dispel magic* can remove one effect, at random, per casting of a *dispel*. A *remove curse* will not work. The material components of the spell are burning incense, a small measure of sulphur and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod.

Invisible Stalker (Conjuration/Summoning)

Level: 6
Range: 1"
Duration: *Special*
Area of Effect: *Special*

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell summons an *invisible stalker* from the Elemental Plane of Air. This 8 hit die monster will obey and serve the spell caster in performance of whatever tasks are set before it. However, the creature is bound to serve; it does not do so from loyalty or desire. Therefore, it will resent prolonged missions or complex tasks, and it will attempt to pervert instructions accordingly (for complete details of the *invisible stalker*, consult **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**). The invisible stalker will follow instructions even at hundreds or thousands of miles distance. The material components of this spell are burning incense and a piece of horn carved into a crescent shape.

Legend Lore (Divination)

Level: 6
Range: 0
Duration: *Special*
Area of Effect: *Special*

Components: V, S, M
Casting Time: *Special*
Saving Throw: None

Explanation/Description: The *legend lore* spell is used to determine information available regarding a known person, place or thing. If the person or thing is at hand, or if the magic-user is in the place in question, the likelihood of the spell producing results is far greater and the casting time is only 1 to 4 turns. If detailed information on the person, place or thing is known, casting time is 1 to 10 days. If only rumors are known, casting time is 2 to 12 weeks. During the casting, the magic-user cannot engage in other activities other than routine: eating, sleeping, etc. When completed, the divination will reveal if legendary material is available. It will often reveal where this material is — by place name, rhyme, or riddle. It will sometimes give certain information regarding the person, place or thing (when the object of the *legend lore* is at hand), but this data will always be in some cryptic form (rhyme, riddle, anagram, cipher, sign, etc.). The spell is cast with incense and strips of ivory formed into a rectangle, but some item must be sacrificed in addition — a potion, magic scroll, magic item, creature, etc. Naturally, *legend lore* will reveal information only if the person, place or thing is noteworthy or legendary.



Lower Water (Alteration) Reversible

Level: 6
 Range: 8"
 Duration: 5 rounds/level
 Area of Effect: $\frac{1}{2}$ " \times $\frac{1}{2}$ " square area/level

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: Except as noted above, and for the facts that the reverse spell raises water only $\frac{1}{2}$ "/level of experience of the spell caster, and the material components for the spell are a small vial of water and a small vial of dust, it is the same as the fourth level cleric spell, *lower water* (q.v.).

Monster Summoning IV (Conjuration/Summoning)

Level: 6
 Range: 6"
 Duration: 5 rounds + 1 round/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: None

Explanation/Description: This spell summons 1 to 3 fourth level monsters, and they appear within 1 to 3 rounds. See *monster summoning I* for other details.

Mordenkainen's Lucubration (Alteration)

Level: 6
 Range: 0
 Duration: Instantaneous
 Area of Effect: The magic-user

Components: V, S
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: By use of this spell, the magic-user is able to instantly recall any spell he or she has used and otherwise forgotten during the past 24 hours. The spell must have been memorized and actually used during the stated time period, and it cannot be of greater power than fifth level. *Mordenkainen's Lucubration* enables the spell caster to recall any 1st- through 5th-level spell precisely as if it had never been cast. Only one such spell can be so recalled by use of the *lucubration* dweomer. The spell recalled can thereafter be cast normally on any succeeding round. Material spell components must be available if the spell recalled requires such, or else the remembered spell is not usable until the material components are available.

Move Earth (Alteration)

Level: 6
 Range: 1"/level
 Duration: Permanent
 Area of Effect: Special

Components: V, S, M
 Casting Time: Special
 Saving Throw: None

Explanation/Description: When cast, the *move earth* spell moves dirt (clay, loam, sand) and its other components. Thus, embankments can be collapsed, hillocks moved, dunes shifted, etc. The area to be affected will dictate the casting time; for every 4" square area, 1 turn of casting time is required. If terrain features are to be moved — as compared to simply caving in banks or walls of earth — it is necessary that an earth elemental be subsequently summoned to assist. All spell casting and/or summoning must be completed before any effects occur. In no event can rock prominences be collapsed or moved. The material components for this spell are a mixture of soils (clay, loam, sand) in a small bag, and an iron blade.

Otiluke's Freezing Sphere (Alteration-Evocation)

Level: 6
 Range: Special
 Duration: Special
 Area of Effect: Special

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: Special

Explanation/Description: *Otiluke's Freezing Sphere* is a multi-purpose dweomer of considerable power. If the caster opts, he or she may create a globe of matter at absolute zero temperature which spreads upon contact with water or liquid which is principally composed of water, so as to freeze it to a depth of 6 inches over an area equal to 100 square feet per level of the magic-user casting the spell. The ice so formed lasts for 1 round per level of the caster. The spell can also be used as a thin ray of cold which springs from the caster's hand to a distance of 1" per level of the magic-

user; this ray will inflict 4 hit points of damage per level of the caster upon the creature struck, with a saving throw versus magic applicable, and all damage negated if it is successful (as the ray is so narrow a save indicates it missed), but the path of the ray being plotted to its full distance, as anything else in its path must save (if applicable) or take appropriate damage. Finally, *Otiluke's Freezing Sphere* can be cast so as to create a small globe about the size of a sling stone, cool to the touch, but not harmful. This globe can be cast, and it will shatter upon impact, inflicting 4-24 hit points of cold damage upon all creatures within a 10' radius (one-half damage if saving throw versus magic is made). Note that if the globe is not thrown or slung within a time period equal to 1 round times the level of the spell caster, it automatically shatters and causes cold damage as stated above. This timed effect can be employed against pursuers, although it can also prove hazardous to the spell caster and/or his or her associates as well. The material components of the spell depend upon in which form it is to be cast. A thin sheet of crystal about an inch square is needed for the first application of the spell, a white sapphire of not less than 1,000 g.p. value for the second application of the spell, and a 1,000 g.p. diamond is minimum for the third application of the spell. All components are lost when the spell is cast.

Part Water (Alteration)

Level: 6
 Range: 1"/level
 Duration: 5 rounds/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: Except as shown above, and also that the material components for this spell are two small sheets of crystal or glass, this spell is the same as the sixth level cleric spell, *part water* (q.v.).

Project Image (Alteration, Illusion/Phantasm)

Level: 6
 Range: 1"/level
 Duration: 1 round/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: None

Explanation/Description: By means of this spell, the magic-user creates a non-material duplicate of himself or herself, projecting it to any spot within spell range which is desired. This image performs actions identical to the magic-user — walking, speaking, spell-casting — as the magic-user determines. A special channel exists between the image of the magic-user and the actual magic-user, so spells cast actually originate from the image. The image can be dispelled only by means of a *dispel magic* spell (or upon command from the spell caster), and attacks do not affect it. The image must be within view of the magic-user projecting it at all times, and if his or her sight is obstructed, the spell is broken. The material component of this spell is a small replica (doll) of the magic-user.

MAGIC USER SPELLS, 6TH LEVEL

Reincarnation (Necromantic)

Level: 6
Range: Touch
Duration: Permanent
Area of Effect: Person touched

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell is similar to the seventh level druid spell of the same name (q.v.). It does not require any saving throw for system shock or resurrection survival. The corpse is touched, and a new incarnation of the person will appear in the area in 1 to 6 turns, providing the person has not been dead for longer than 1 day per level of experience of the magic-user. The new incarnation will be:

Die Roll	Incarnation
01-05	bugbear
06-11	dwarf
12-18	elf
19-23	gnoll
24-28	gnome
29-33	goblin
34-40	half-elf
41-47	halfling
48-54	half-orc
55-59	hobgoblin
60-73	human
74-79	kobold
80-85	orc
86-90	ogre
91-95	ogre mage
96-00	troll

Note: Very good or very evil persons will not be reincarnated as creatures whose general alignment is the opposite. The material components of the spell are a small drum and a drop of blood.

Repulsion (Abjuration)

Level: 6
Range: 1"/level
Duration: 1 round/2 levels
Area of Effect: 1" path

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user is able to cause all creatures in the path of the area of effect to move away from his or her person. Repulsion is at 3" per round, or at the motive speed of the creature attempting to move towards the spell caster. The repelled creature will continue to move away for the balance of a complete move even though this takes it beyond spell range. The material component of this spell is a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony.

Spiritwrack (Evocation/Abjuration)

Level: 6
Range: 1" + 1"/level
Duration: Special
Area of Effect: Special

Components: V, M
Casting Time: Special
Saving Throw: Special

Explanation/Description: A *spiritwrack* spell is a very strong protection/punishment spell against the powerful creatures of the nether planes (Abyssal, Hades, Hell, etc.), but to employ the magic, the spell caster must know the name of the being at whom he or she will direct the energy. Prior to actual utterance of a *spiritwrack* spell the magic-user must prepare an illuminated sheet of vellum, carefully inscribed in special inks made from powdered rubies and the ichor of a slain demon of type I, II, or III and covered with gold leaf in a continuous border. The spell caster must personally prepare this document, including the being's name thereon. (This will require from 8-32 hours of time and cost 1,000 g.p. for vellum, special pens, gold leaf, and other miscellaneous materials alone; the cost of the powdered rubies is a minimum of 5,000 g.p. for each document.) If the demon, devil, or other powerful being from a nether outer plane is present in some form (and not possessing another creature's body instead), the magic-user can then begin actual spell incantation.

Immediately upon beginning the reading of the document, the being named will be rooted to the spot unless it makes its magic resistance percentage (adjusted for the level of the magic-user) as a saving throw; and even if such a saving throw is made, the monster feels greatly uncomfortable, and if it has not been magically forced to the locale and so held there, it is 90% likely to retreat to its own (or another) plane, as the named being is powerless to attack the magic-user while he or she is reading the spell document. This first part of the document continues for 1 full round, with the discomfort to the named being becoming greater at the end. During the second minute of the incantation, the being named undergoes acute pain and loses 1 hit point per hit die it possesses. At the end of this round of reading, the being is in wracking pain. The third and final round of utterance of the condemnation will cause a loss to the being of 50% of its existing hit points, horrible pain, and at the end consign it to some confined space on its own plane — there to remain in torture for a number of years equal to the level of the magic-user who prepared the document.

Obviously, the being so dealt with will be the sworn foe of the magic-user forever afterwards, so the magic-user will be loath to finish the spell but rather use it as a threat to force submission of the being. Each round of reading will cause the being forced to listen to be a cumulative 25% likely to concede even without any other offerings or payment.

Stone To Flesh (Alteration) Reversible

Level: 6
Range: 1"/level
Duration: Permanent
Area of Effect: One creature

Components: V, S, M
Casting Time: 6 segments
Saving Throw: Special

Explanation/Description: The *stone to flesh* spell turns any sort of stone into flesh — if the recipient stone object was formerly living, it will restore life (and goods), although the survival of the creature is subject to the usual system shock survival dice roll. Any formerly living creature, regardless of size, can be thus returned to flesh. Ordinary stone can be likewise turned to flesh at a volume of 9 cubic feet per level of experience of the spell caster. The reverse will turn flesh of any sort to stone, just as the *stone to flesh* spell functions. All possessions on the person of the creature likewise turn to stone. This reverse of the spell will require a saving throw be allowed the intended victim. The material components of the spell are a pinch of earth and a drop of blood; lime and water and earth are used for the reverse.

Tenser's Transformation (Alteration-Evocation)

Level: 6
Range: 0
Duration: 1 round/level
Area of Effect: Personal

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: *Tenser's Transformation* is a sight guaranteed to astound any creature not aware of its power, for when the magic-user casts the *dweomer*, he or she undergoes a startling transformation. The size and strength of the magic-user increase to heroic proportions, so he or she becomes a formidable fighting machine, for the spell causes the caster to become a berserk fighter! The magic-user's hit points double, and all damage he or she sustains comes first from the magical points gained; so if damage does not exceed original hit points, none is actually taken, but if damage beyond the additional amount is sustained, each point counts as 2 (double damage). The armor class of the magic-user is a full 4 factors better than that he or she possessed prior to casting the spell (AC 10 goes to 6, AC 9 to 5, AC 8 to 4, etc.), all attacks are at a level equal to those of a fighter of the same level as the magic-user (i.e., the spell caster uses the combat table normally restricted to fighters), and although he or she can employ a dagger only in attacking, damage inflicted by the weapon is at +2 additional hit points, and 2 such attacks per round are made by the magic-user. However, it is worth noting that this spell must run its full course, and the magic-user will continue attacking until all opponents are slain, he or she is killed, the magic is dispelled, or the *Transformation* duration expires. The material component for casting this *dweomer* is a potion of heroism (or *superheroism*) which the magic-user must consume during the course of uttering the spell.

Transmute Water to Dust (Alteration) Reversible

Level: 6
Range: 6"
Duration: *Permanent*
Area of Effect: 1 cubic " per level of caster

Components: V, S, M
Casting Time: 6 segments
Saving Throw: *None (& special)*

Explanation/Description: This spell is identical to the 6th-level druid spell of the same name, except as noted above. The magic-user does not need mistletoe as a material component.

Seventh Level Spells:**Banishment (Abjuration - Evocation)**

Level: 7
Range: 2"
Duration: *Permanent*
Area of Effect: 2 levels/HD of creature(s) per level of caster

Components: V, S, M
Casting Time: 7 segments
Saving Throw: *Special*

Explanation/Description: A *banishment* spell enables the caster to force some creature from another plane to return to its own abode. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. More than one creature can be forced into magical *banishment*, providing the spell caster is of sufficient strength (levels of experience) to do so, and providing that the potential subjects are within range of the spell. The spell requires that the magic-user both name the type of creature(s) to be sent away, give its true and proper name as well, and call upon powers opposed to the creature(s). In any event, the target creature's magic resistance must be defeated for the spell to be effective.

The material components of the spell are substances harmful, hateful, and/or opposed to the nature of the subject(s) of the dweomer. For every such substance included in the casting, a subject creature loses -2 from the dice rolled to determine its save versus spell. For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a *banishment* upon a demon, its saving throw versus the spell would be made at -8 (four substances times the factor of 2). Special items, such as hair from the tail of a ki-rin, or couatl feathers, could also be added to bring the factor up to -3 or -4 per such item. In contrast, a devil's scale or titan's hair, or mistletoe blessed by a druid might lower the factor to -1 with respect to a demon. If the subject creature makes its saving throw versus the spell, the caster will be stung by a backlash of energy, take 2-12 points of damage, and be stunned for 2-12 segments.

Note: If the powers called upon when casting the *banishment* spell are directly and actively opposed to the creature(s) to be banished, or if they are favorably and actively concerned with the interests of the spell caster, these powers can augment the efficacy of the spell components by from -1 (least concerned) to -6 (most concerned). Specifics of this effect are left up to the judgement of the referee.

Bigby's Grasping Hand (Evocation)

Level: 7
Range: 1"/level
Duration: 1 round/level
Area of Effect: *Special*

Components: V, S, M
Casting Time: 7 segments
Saving Throw: *None*

Explanation/Description: *Bigby's Grasping Hand* is a superior version of the sixth level *Bigby's Forceful Hand* spell (q.v.), being like it in many ways. The *Grasping Hand* can actually hold motionless a creature or object of up to 1,000 pounds weight, or move creatures as a double strength *Forceful Hand*. The material component is a leather glove.

**Cacodemon (Conjuration/Summoning)**

Level: 7
Range: 1"
Duration: *Special*
Area of Effect: *Creature summoned*

Components: V, S, M
Casting Time: *Special*
Saving Throw: *Special*

Explanation/Description: This perilous exercise in dweomercraft summons up a powerful demon of type IV, V, or VI, depending upon the demon's name being known to the magic-user. Note that this spell is not of sufficient power to bring a demon of greater power, and lesser sorts are not called as they have no known names. In any event, the spell caster must know the name of the type IV, V, or VI demon he or she is summoning. As the spell name implies, the demon so summoned is most angry and evilly disposed. The spell caster must be within a circle of protection (or a thaumaturgic triangle with protection from evil) and the demon confined within a pentagram (circled pentacle) if he or she is to avoid being slain or carried off by the summoned cacodemon. The summoned demon can be treated with as follows:

- 1) The magic-user can require the monster to perform a desired course of action by force of threat and pain of a *spiritwrack* spell (q.v.), allowing freedom whenever the demon performs the full extent of the service, and forcing the demon to pledge word upon it. This is exceedingly dangerous, as a minor error in such a bargain will be seized upon by the monster to reverse the desired outcome or simply to kill and devour the summoner. Furthermore, the demon will bear great enmity for the magic-user forever after such forced obedience, so the spell caster had better be most powerful and capable.
- 2) By tribute of fresh human blood and the promise of 1 or more human sacrifices, the summoner can bargain with the demon for willing service. Again, the spell caster is well advised to have ample protection and power to defend himself or herself, as the demon might decide the offer is insufficient — or it is easier to enjoy the summoner's slow death — and decide not to accept the bargain as offered. Although the demon will have to abide by a pledge, as his name is known, he will have to hold only to the exact word of the arrangement, not to the spirit of the agreement. On the other hand, only highly evil magic-users are likely to attempt to strike such a bargain, and the summoned cacodemon might be favorably disposed towards such a character, especially if he or she is also chaotic.
- 3) The summoned demon can be the object of a *trap the soul* spell (q.v.). In this case, the magic-user will not speak with or bargain for the demon's services, although the cacodemon might be eager to reach an accord with the dweomercrafter before he is forced into imprisonment. The trapping of the demon is risky only if proper precautions have not been taken, for failure to confine the monster usually means only that it is able to escape to its own plane. Once trapped, the demon must remain imprisoned until the possessor of his object of confinement breaks it and frees him, and this requires one service from the now loosed monster. If the individual(s) freeing the demon fails to demand a service when the monster asks what is required of him, the demon is under no constraint not to slay the liberator(s) on the spot, but if a service is required, the creature must first do his best to perform it and then return to the Abyss.

The duration of service of any demon must be limited unless the demon is willing to serve for an extended period. Any required course of action or service which effectively requires an inordinate period of time to perform, or is impossible to perform, is 50% likely to free the demon from his obligations and enable him to be unconstrained in his vengeance upon the spell caster if he or she is not thereafter continually protected, for a demon so freed can remain on the plane it was summoned to for as long as 666 days.

The demon summoned will be exceptionally strong, i.e. 8 hit points per hit die.

Casting time is 1 hour per type (numeric) of the demon to be summoned. If there is any interruption during this period, the spell fails. If there is an interruption while the cacodemon is summoned, it is 10% probable that it will be able to escape its boundaries and attack the magic-user, this percentage rising cumulatively each round of continued interruption.

MAGIC USER SPELLS, 7TH LEVEL

Each demon is entitled to a saving throw versus this summoning spell. If a score higher than the level of the magic-user summoning is rolled with 3d6 (2d10 with respect to type VI demons), that particular spell failed to bring the desired demon. When this occurs, it is certain that the named demon is imprisoned or destroyed or the name used was not perfectly correct, so the spell caster will have to call upon another name to bring forth a cacodemon.

The components of this spell are 5 flaming black candles; a brazier of hot coals upon which must be burned sulphur, bat hairs, lard, soot, mercuric-nitric acid crystals, mandrake root, alcohol, and a piece of parchment with the demon's name inscribed in runes inside a pentacle; and a dish of blood from some mammal (preferably a human, of course) placed inside the area where the cacodemon is to be held.

Charm Plants (Enchantment/Charm)

Level: 7	Components: V, S, M
Range: 3"	Casting Time: 1 turn
Duration: Permanent	Saving Throw: Neg.
Area of Effect: Special	

Explanation/Description: The *charm plants* spell allows the spell caster to bring under command vegetable life forms, communicate with them, and these plants will obey instructions to the best of their ability. The spell will charm plants in a 3" X 1" area. While the spell does not endow the vegetation with new abilities, it does allow the magic-user to command the plants to use whatever they have in order to fulfill his or her instructions, and if the plants in the area of effect do have special or unusual abilities, these will be used as commanded by the magic-user. The saving throw applies only to intelligent plants, and it is made at -4 on the die roll. The material components of the spell are a pinch of humus, a drop of water and a twig or leaf.

Delayed Blast Fire Ball (Evocation)

Level: 7	Components: V, S, M
Range: 10" + 1"/level	Casting Time: 7 segments
Duration: Special	Saving Throw: ½
Area of Effect: 2" radius globe	

Explanation/Description: This spell creates a fire ball with +1 on each of its dice of damage, and it will not release its blast for from 1 to 50 segments (1/10 to 5 rounds), according to the command upon casting by the magic-user. In other respects, the spell is the same as the third level fire ball spell (q.v.).

Drawmilj's Instant Summons (Conjuration/Summoning)

Level: 7	Components: V, S, M
Range: Infinite + special	Casting Time: 1 segment
Duration: Instantaneous	Saving Throw: None
Area of Effect: One small object	

Explanation/Description: When this spell is cast, the magic-user teleports some desired item from virtually any location directly to his or her hand. The object must be singular, can be no larger than a sword is long, have no more mass and weight than a shield (about 75 g.p. weight), and it must be non-living. To prepare this spell, the magic-user must hold a gem of not less than 5,000 g.p. value in his or her hand and utter all but the final word of the conjuration. He or she then must have this same gem available to cast the spell. All that is then required is that the magic-user utter the final word while crushing the gem, and the desired item is transported instantly into the spell caster's right or left hand as he or she desires. The item must, of course, have been previously touched during the initial incantation and specifically named, and only that particular item will be summoned by the spell. If the item is in the possession of another creature, the spell will not work, but the caster will know who the possessor is and roughly where he, she, or it is located when the summons is cast. Items can be summoned from other planes of existence, but only if such items are not in the possession (not necessarily physical grasp) of another creature. For each level of experience above the 14th, the magic-user is able to summon a desired item from 1 plane further removed from the plane he or she is upon at the time the spell is cast, i.e. 1 plane at 14th level, but 2 at 15th, 3 at 16th, etc. Thus, a magic-user of 16th level could effect the spell even if the item desired was on the second layer of one of the outer planes, but at 14th level the magic-user would be able to summon the item only if it were on one of the Elemental Planes or the Astral or the Ethereal Plane.

Due-Dimension (Alteration)

Level: 7	Components: V, S, M
Range: 0	Casting Time: 7 segments
Duration: 3 rounds + 1 round/level	Saving Throw: None
Area of Effect: Personal	

Explanation/Description: A *duo-dimension* spell causes the caster to have only two dimensions, height and width but no depth. He or she is thus invisible when a sideways turn is made, and this invisibility can only be detected by means of a *true seeing* spell or similar means. In addition, the *duo-dimensional* magic-user can pass through the thinnest of spaces as long as they have the proper height according to his or her actual length — going through the space between a door and its frame is a simple matter. The magic-user can perform all actions on a normal basis. He or she can turn and become invisible, move in this state, and appear again next round and cast a spell, disappearing on the following round. Note that when turned the magic-user cannot be affected by any form of attack, but when visible he or she is subject to triple the amount of damage normal for an attack form, i.e. a dagger thrust would inflict 3-12 hit points of damage if it struck a *duo-dimensional* magic-user. Furthermore, the magic-user has a portion of his or her existence on the Astral Plane when the spell is in effect, and he or she is subject to possible notice from creatures thereupon. If noticed, it is 25% probable that the magic-user will be entirely brought to the Astral Plane by attack from the astral creature.

The material components of this spell are a thin, flat ivory likeness of the spell caster (which must be of finest workmanship, gold filigreed, and enameled and gem-studded at an average cost of 5,000 to 10,000 g.p.) and a strip of parchment. As the spell is uttered, the parchment is given a half twist and joined at the ends. The figurine is then passed through the parchment loop, and both disappear forever.

Forcecage (Evocation)

Level: 7	Components: V, S + special
Range: 1" per 2 levels	Casting Time: 3-4 segments
Duration: 6 turns + 1/level	Saving Throw: None
Area of Effect: 2" cube	

Explanation/Description: This powerful spell enables the caster to bring into being a *cube of force*, but it is unlike the magic item of that name in one important respect: The *forcecage* does not have solid walls of force; it has alternating bands of force with ½" gaps between. Thus, it is truly a cage rather than an enclosed space with solid walls. Creatures within the area of effect of the *dweomer* are caught and contained unless they are able to pass through the openings — and of course all spells and breath weapons can pass through the gaps in the bars of force of the *forcecage*. Furthermore, creatures with a magic resistance can apply that resistance in a single attempt to pass through the walls of the cage. If resistance fails, then the creature in question is caged. Regardless of success, any and all other creatures also in the area of effect of the spell are trapped unless they also have magic resistance which allows them to escape. The *forcecage* is also unlike the solid-walled protective device, *cube of force*, in that it can be gotten rid of only by means of a *dispel magic* spell or by expiration of the *dweomer*.

By means of special preparation at the time of memorization, a *forcecage* spell can be altered to a *forcecube* spell. *Forcecube* has one-eighth the area of effect (a cube 1" on a side), and the *dweomer* then resembles the magic of a *cube of force* in all respects except for the differences between a cast spell and the magic of a device, including the methods of defeating its power.

Although the actual casting of either application of the spell requires no material component, the study of the spell required to commit it to memory does demand that the magic-user powder a diamond of at least 1,000 gp value, using the diamond dust to trace the outlines of the cage or cube he or she desires to create via spell casting at some later time. Thus, in memorization, the diamond dust is employed and expended, for upon completion of study, the magic-user must then toss the dust into the air and it will disappear.

**Limited Wish** (Conjuration/Summoning)

Level: 7
Range: Unlimited
Duration: Special
Area of Effect: Special

Components: V
Casting Time: Special
Saving Throw: Special

Explanation/Description: A *limited wish* is a very potent but difficult spell. It will fulfill literally, but only partially or for a limited duration, the utterance of the spell caster. Thus, the actuality of the past, present or future might be altered (but possibly only for the magic-user unless the wording of the *limited wish* is most carefully stated) in some limited manner. The use of a *limited wish* will not substantially change major realities, nor will it bring wealth or experience merely by asking. The spell can, for example, restore some hit points (or all hit points for a limited duration) lost by the magic-user. It can reduce opponent hit probabilities or damage, it can increase duration of some magical effect, it can cause a creature to be favorably disposed to the spell caster, and so on (cf. *wish*). The *limited wish* can possibly give a minor clue to some treasure or magic item. Greedy desires will usually end in disaster for the wisher. Casting time is the actual number of seconds — at six per segment — to phrase the *limited wish*.

Mass Invisibility (Illusion/Phantasm)

Level: 7
Range: 1"/level
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: This is the same as an *invisibility* spell (q.v.) except that it can hide creatures in a 3" X 3" area, up to 300 to 400 man-sized creatures, 30 to 40 giants, or 6 to 8 large dragons.

Monster Summoning V (Conjuration/Summoning)

Level: 7
Range: 7"
Duration: 6 rounds + 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: This spell summons 1-2 fifth level monsters, and they will appear in 1-3 rounds. See *monster summoning I* for other details.

Mordenkainen's Magnificent Mansion (Alteration/Conjuration)

Level: 7
Range: 1"
Duration: 1 hour/level
Area of Effect: 300 sq. ft. per level of caster

Components: V, S, M
Casting Time: 7 rounds
Saving Throw: None

Explanation/Description: By means of this spell, the magic-user conjures up an extra-dimensional dwelling, entrance to which can be gained only at a single point of space on the plane from which the spell was cast. From the entry point, those creatures observing the area will see only a faint shimmering in the air, an area of some 4' in

width and 8' in height. The caster of the spell controls entry to the *mansion*, and the portal is shut and made invisible behind him when he enters. He may open it again from his own side at will. Once observers have passed beyond the entrance, they will behold a magnificent foyer and numerous chambers beyond. The place will be furnished and contain sufficient foodstuffs to serve a nine-course banquet to as many dozens of people as the spell caster has levels of experience. There will be a staff of near-transparent servants, liveried and obedient, there to wait upon all who enter. The atmosphere and temperature will be clean, fresh, and warm.

Since the place can be entered only through its special portal, outside conditions do not affect the *mansion*, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place is normal, but the food is not. It will seem excellent and be quite filling as long as one is within the place. Once outside, however, its effects disappear immediately, and ravenous hunger will strike unless the individuals actually ate normal food. For each imaginary meal eaten inside the *mansion*, the individual must spend 1 hour sitting and eating normal fare. Failure to do so means that he or she has lost as many points of strength as he or she ate meals when in the mansion-like space. Such strength loss is restorable upon eating as noted, but this must be done within 6 hours or the loss of strength will be permanent. The components for this spell are a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon. These are utterly destroyed when the spell is cast.

(It is worth mentioning that this spell has been used in conjunction with a normal portal, as well as with *illusion* magic. There is evidence that the design and interior of the space created can be altered to suit the caster's wishes.)

Mordenkainen's Sword (Evocation)

Level: 7
Range: 3"
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: Upon casting this spell, the magic-user brings into being a shimmering sword-like plane of force. The spell caster is able to mentally wield this weapon (to the exclusion of activities other than movement), causing it to move and strike as if it were being used by a fighter. The basic chance for *Mordenkainen's Sword* to hit is the same as the chance for a sword wielded by a fighter of one-half the level of the spell caster, i.e. if cast by a 14th level magic-user, the weapon has the same hit probability as a sword wielded by a 7th level fighter. The sword has no magical "to hit" bonuses, but it can hit any sort of opponent, even those normally struck only by +3 weapons or astral, ethereal or out of phase; and it will hit any armor class on a roll of 19 or 20. It inflicts 5-20 hit points on opponents of man-size or smaller, and 5-30 on opponents larger than man-sized. It can be used to subdue. It lasts until the spell duration expires, a *dispel magic* is used successfully upon it, or its caster no longer desires it. The material component is a miniature platinum sword with a grip and pommel of copper and zinc which costs 500 g.p. to construct, and which disappears after the spell's completion.

Phase Door (Alteration)

Level: 7
Range: Touch
Duration: 1 usage/2 levels
Area of Effect: Special

Components: V
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user attunes his or her body, and a section of wall is affected as if by a *passwall* spell (q.v.). The *phase door* is invisible to all creatures save the spell caster, and only he or she can use the space or passage the spell creates, disappearing when the phase door is entered, and appearing when it is exited. The *phase door* lasts for 1 usage for every 2 levels of experience of the spell caster. It can be dispelled only by a casting of *dispel magic* from a higher level magic-user, or by several lower level magic-users, casting in concert, whose combined levels of experience are more than double that of the magic-user who cast the spell.

MAGIC USER SPELLS, 7TH LEVEL

Power Word, Stun (Conjuration/Summoning)

Level: 7
Range: 1/2"/level
Duration: Special
Area of Effect: One creature

Components: V
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When a power word, *stun* is uttered, any creature of the magic-user's choice will be stunned — reeling and unable to think coherently or act — for 2 to 8 (2d4) melee rounds. Of course, the magic-user must be facing the creature, and it must be within the spell caster's range of 1/2" per level of experience. Creatures with 1 to 30 hit points will be stunned for 4-16 (4d4) rounds, those with 31 to 60 hit points will be stunned for 2 to 8 (2d4) rounds, those with 61 to 90 hit points will be stunned for 1 to 4 (d4) rounds, and creatures with over 90 hit points will not be affected. Note that if a creature is weakened due to any cause so that its hit points are below the usual maximum, the current number of hit points possessed will be used.

Reverse-Gravity (Alteration)

Level: 7
Range: 1/4"/level
Duration: 1 segment
Area of Effect: 3" X 3" square area

Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: This spell reverses gravity in the area of effect, causing all unfixed objects and creatures within it to "fall" upwards. The reverse gravity lasts for 1 second (1/6 segment) during which time the objects and creatures will "fall" 16' up. If some solid object is encountered in this "fall", the object strikes it in the same manner as a normal downward fall. At the end of the spell duration, the affected objects and creatures fall downwards. As the spell affects an area, objects tens, hundreds or even thousands of feet in the air can be affected. The material components of this spell are a lodestone and iron filings.

Sequester (Illusion/Phantasm - Abjuration)

Level: 7
Range: Touch
Duration: 1 week + 1 day/level
Area of Effect: 2' cube per level of caster

Components: V, S, M
Casting Time: 1 round
Saving Throw: Special

Explanation/Description: When cast, this spell not only prevents detection and location spells from working to detect or locate the objects affected by the *sequester* spell, it also renders the affected object(s) invisible to any form of sight or seeing. Thus, a *sequester* spell can mask a secret door, a treasure vault, or whatever. Of course, it does not render the subject proof from tactile discovery or from devices such as a *robe of eyes* or a *gem of seeing*. If cast upon a creature not desiring to be affected and able to resist and avoid the spell, a normal saving throw versus spell is given. Living creatures (and even undead types) affected by a *sequester* spell become comatose and are kept effectively in a state of suspended animation until the spell wears off or is dispelled. The material components of the spell are basilisk eyelash, gum arabic, and a dram of whitewash.

Simulacrum (Illusion/Phantasm)

Level: 7
Range: Touch
Duration: Permanent
Area of Effect: One creature

Components: V, S, M
Casting Time: Special
Saving Throw: None

Explanation/Description: By means of this spell the magic-user is able to create a duplicate of any creature. The duplicate appears exactly the same as the real. There are differences: the *simulacrum* will have only 51% to 60% (50% + 1% to 10%) of the hit points of the real creature, there will be personality differences, there will be areas of knowledge which the duplicate does not have, and a *detect magic* spell will instantly reveal it as a *simulacrum*, as will a *true seeing* spell. At all times the *simulacrum* remains under the absolute command of the magic-user who created it, although no special telepathic link exists, so command must be exercised in the normal manner. The spell creates the form of the creature, but it is only a zombie-like creature. A *reincarnation* spell must be used to give the duplicate a vital force, and a *limited wish* spell must be used to empower

the duplicate with 40% to 65% (35% + 5% to 30%) of the knowledge and personality of the original. The level, if any, of the *simulacrum*, will be from 20% to 50% of the original creature. The duplicate creature is formed from ice or snow. The spell is cast over the rough form, and some piece of the creature to be duplicated must be placed inside the snow or ice. Additionally, the spell requires powdered ruby. The *simulacrum* has no ability to become more powerful, i.e. it cannot increase its levels or abilities.

Statue (Alteration)

Level: 7
Range: Touch
Duration: 6 turns/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 7 segments
Saving Throw: Special

Explanation/Description: When a *statue* dwomeer is cast, the magic-user or other creature is apparently turned to solid stone, along with any garments and equipment worn or carried. The initial transformation from flesh to stone requires 1 full round after the spell is cast. Thereafter the creature can withstand any inspection and appear to be a stone statue, although a faint magic will be detected from the stone if it is checked for. Despite being in this condition, the petrified individual can see, hear, and smell normally. Feeling is only as acute as that which will actually affect the granite-hard substance of the individual's body, i.e. chipping is equal to a slight wound, but breaking off one of the statue's arms is another matter. The individual under the magic of a *statue* spell can return to normal state in 1/6 of a segment, and then return to statue state in the same period if he or she so desires, as long as the spell duration is in effect. During the initial transformation from flesh to stone, the creature must make a saving throw of 82% or less, with -1 deducted from the dice roll score for each point of his or her constitution score, so an 18 constitution indicates certain success. Failure indicates system shock and resultant death. The material components of this spell are lime, sand, and a drop of water stirred by an iron bar such as a nail or spike.

Teleport Without Error (Alteration)

Level: 7
Range: Touch
Duration: Instantaneous
Area of Effect: Special

Components: V
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell is similar to a *teleport* spell. The caster is able to transport himself or herself, along with the material weight noted for a *teleport* spell, to any known location on his or her home plane — with no chance for error. The spell also enables the caster to travel to other planes of existence, but any such plane is, at best, "Studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area so that it could later be used as a destination for *teleportation without error*. The table for *teleport* is used for teleporting to other planes, with the appropriate knowledge of the plane to which transportation is desired used to determine chance of error. (Exception: See 9th-level magic-user spell *succor*, described hereafter.) The caster can do nothing else in the round that he or she appears from a teleport.

Torment (Evocation - Alteration)

Level: 7
Range: 1"
Duration: Special
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 round
Saving Throw: Special

Explanation/Description: When this spell is cast, the magic-user seeks to force submission and obedience from a captive creature from another plane from whom a service is being demanded (also see *dolor* and *ensnarement* spells herein). The initial uttering of the spell causes a link from the caster to the captive creature bound in a magic circle, thaumaturgic triangle, or pentagram. (An intended victim of this spell must fail a magic resistance check, if applicable, for the *torment* to have any effect.) Thereafter, the magic-user continues to read the balance of the specially prepared writing, and each round this continues, the captive feels progressively worse — discomfort and

then pain. The first two rounds bring *twinges*, the third and fourth rounds of reading bring *shooting pains*, and the fifth and sixth rounds of reading cause *aches* and then *cramps*.

The creature refusing to submit to the performance of a service is given a straight saving throw versus spell, adjusted each round for the intensity of the *dweomer* to be affected by it. The save in the first round is made at -1 to the die roll, the second at -2, the third at -3, the fourth at -4, and the fifth and sixth at -6 and -8 respectively. Failing the saving throw indicates the creature has agreed to the mage's demands. There is no penalty following round 8 in any event.

The effects of the *torment* will have an effect on the creature should it break loose. The creature is -1 on initiative for every 2 rounds the spell has been in effect, up to a maximum penalty of -4 on round 8. In addition, the creature is -1 to hit and -1 per die of damage after 3 rounds of the spell, this increasing by -1 per round to -4 in round 6, then decreasing again to -1 in round 9.

It is likely that any intelligent creature with low moral standards will submit once it realizes the nature of the spell it is being subjected to. Naturally, this does not cause the creature to feel anything other than immense hatred for the magic-user. The forced service will be carried out to the letter, as is the case with all such agreements, but the creature will most certainly seek whatever revenge it can.

Preparation for the casting of a *torment* spell requires either the secret name for the type of creature or its given name to be inscribed in the text of the incantation. The caster must also identify himself or herself. This establishes the link and allows the *dweomer* to be efficacious. However, for every 1 point of intelligence of the creature above that of the spell caster, there is a 1% chance that the captive creature will gain control, draw the caster into the confines of its prison, and carry him or her off to its own plane and whatever fate is thus decreed. If the magic-user is interrupted or distracted during the reading, there is a 5% chance per point of intelligence of the captive creature that it will gain control.

The material component of the spell is the aforementioned "specially prepared writing" (in the form of a scroll). Its special inks will require an expenditure of not less than 1,000 gp per hit die of the creature to be affected by the *dweomer* of the spell.

Truename (Enchantment/Alteration)

Level: 7
Range: 3"
Duration: *Special*
Area of Effect: *Thing named*

Components: V, S
Casting Time: *Special*
Saving Throw: *Neg.*

This spell enables the magic-user to have great power over any living thing which has a name, generic or individual, known to the spell caster. Naturally, most *true* names are not known (even by the creatures themselves), for the common names of most things are not their true and secret names. True names are discovered through hard work, spying, extensive use of *legend lore* and *sagecraft* (at the most difficult levels). The casting of a *truename* spell requires the magic-user to call out the true name of the subject and then begin a recitation of verse which encompasses the nature and/or history of the subject. This will require 3 segments. Thereafter, still in verse (and preferably rhyming or near-rhyming), the caster must describe the desired result of the *truename* spell. Each possible result differs in the length of time necessary to effectuate it:

Multiple Suggestion: The verses can contain from 1 to 4 *suggestion* powers, just as if each were a spell. Each verse requires 1 segment to recite. (See *suggestion* spell.) In a total of 7 segments (including the time for the initial reading), 4 *suggestions* can be made.

Weakness and Surrender: The verses recited cause actual loss of 1 point of strength (-1 to hit and damage, -1 on movement rate) for each segment of recitation. With the loss of each point of strength, the subject must save versus paralyzation or meekly surrender. Each verse must continue for 1 segment. Strength loss is recovered in from 2-8 rounds after the recitation ceases, and with recovery of strength the subject regains its will to resist.

Polymorph: The verses can cause the subject to change into something else, just as if a *polymorph any object* spell had been cast. No system shock saving throw is needed. The length of time in verses (1 segment per verse) to cause the *polymorph* depends on how radical the change:

mineral to animal = 10 verses
mineral to vegetable = 9 verses
vegetable to animal = 8 verses
monster to normal = 7 verses
monster to monster = 6 verses
other to human = 5 verses
animal to animal = 4 verses
vegetable to vegetable = 3 verses
mineral to mineral = 2 verses

The reverse of the preceding cases also holds. In cases not stated, the DM is to use the closest stated case as a guide. The subject returns to its natural form in time. Duration is 6 turns per level of the spell caster minus 1 turn for every verse required to effect the *polymorph*. The subject will think and behave exactly as a non-polymorphed thing of the same type, but have its original hit points.

Transport: When the *transport* verses are recited, the subject will be *teleported without error* or otherwise moved to some other place. The number of verses required depends on the location of the *transport*:

same plane/100 mile range = 4 verses
same plane/500 mile range = 5 verses
same plane/2,000 mile range = 6 verses
one plane/world removed = 7 verses
two planes/worlds removed = 8 verses

The subject will automatically be altered so as to be able to physically survive the normal conditions of the place to which it is sent. There is no saving throw if the subjects are willing, even if they have a magic resistance.

If at any time during the recitation of the spell the caster is interrupted, the magic fails and the spell is lost.

Vanish (Alteration)

Level: 7
Range: *Touch*
Duration: *Special*
Area of Effect: *Special*

Components: V
Casting Time: 2 segments
Saving Throw: *None*

Explanation/Description: When the magic-user employs this spell, he or she causes an object to *vanish*. The magic-user can cause the object to be *teleported* (see *teleport* spell) if it weighs up to a maximum of 500 g.p. per level of experience of the spell caster, i.e. a 14th level magic-user can *vanish* and cause to *reappear* at his or her desired location 7000 g.p. weight. Greater objects can be made to *vanish*, but they are simply placed into the *ethereal* plane and replaced with stone. Thus, a door can be made to disappear, and it will be replaced by a stone wall of 1' thickness, or equal in thickness to the door, whichever is greater. The maximum volume of material which can be affected is 3 cubic feet per level of experience. Thus, both weight and volume limit the spell. A *dispel magic* which is successful will bring back vanished items from the *ethereal* plane.

Volley (Abjuration)

Level: 7
 Range: *Special*
 Duration: *Special*
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: *Special*

Explanation/Description: This highly dangerous dweomer enables the prospective recipient of a spell to turn the casting back upon its sender. Thus, the range, duration, area of effect, and saving throw of this spell depend upon circumstances and the spell being *volleyed*. Assume that a *power word kill* is cast at a magic-user prepared with a *volley* spell. The *volley* has been cast also, so that when the *power word kill* is aimed at the target, the *volley* causes the spell to bounce back upon its caster. Then, if the caster of the first spell fails to make a saving throw versus spell, the *power word kill* works upon its caster rather than its intended target. However, if the original caster does save versus spell, the spell once again flies toward the original target. The caster of the *volley* spell must then save versus spell, or be affected by the attack. Again, if the caster of the *volley* spell saves, then the spell is returned to its originator, who must again save or be affected. The spell will be sent back and forth until one or the other fails to save, or until the spell loses its power. The entire spell is *volleyed*, such that if a *lightning bolt* were to start 10 feet before the volleying magic-user, the full spell would be returned, leaving others in the volleying party unscathed. Each exchange will take a single second. A spell will lose power if it passes through a number of exchanges equal to its level, counting each volley, but not the original casting, as half of a single exchange; i.e., a 1st-level spell will be cast, *volleyed* the first time, (perhaps) return *volleyed*, and then will dissipate; a 2nd-level spell would go through four *volley* portions (two complete exchanges) before being exhausted; and so on. The material component is a bit of bent willow or other flexible wood, crisscrossed with specially prepared strands of gut.

Eighth Level Spells:**Antipathy/Sympathy (Enchantment/Charm)**

Level: 8
 Range: 3"
 Duration: 12 turns/level
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 6 turns
 Saving Throw: *Special*

Explanation/Description: This spell allows the magic-user to set up certain vibrations which will tend to either repel or attract a specific type of living, intelligent creature or characters of a particular alignment. The magic-user must decide which effect is desired with regard to what creature or alignment type before beginning the dweomercrafting, for the components of each application differ. The spell cannot be cast upon living creatures.

Antipathy: This dweomer causes the affected creature or alignment type to feel an overpowering urge to leave the area or not touch the affected item. If a saving throw versus magic is successful, the creature may stay/touch the item, but the creature will feel very uncomfortable, and a persistent itching will cause it to suffer the loss of 1 point of dexterity per round the area or item is remained in or touched, subject to a maximum of 4 points. Failure to save versus magic forces the creature/alignment type to abandon the magicked area or item, shunning it permanently and never willingly enter/touch it until the spell is removed or expires. The material component for this application of the spell is a lump of alum soaked in vinegar.

Sympathy: By casting the sympathy application of the spell, the magic-user can cause a particular type of creature or alignment of character to feel elated and pleased to be in an area or with the prospect of touching or possessing an object or item. The desire to stay in the area or touch/possess the magicked object/item will be overpowering, and unless a saving throw versus magic is made, the creature or character will stay or refuse to release the object. If the saving throw is successful, the creature or character is released from the enchantment, but a subsequent saving throw must be made from 1-6 turns later, and if this one fails, the affected creature will return to the area or object. The material components of this spell are 1,000 g.p. worth of crushed pearls and a drop of honey.

Note that the particular kind of creature to be affected must be named specifically, i.e. red dragons, hill giants, wererats, lammasu, catoblepas, vampires, etc. Likewise, the specific alignment type for characters must be named, i.e. chaotic evil, chaotic good, lawful neutral, neutral, etc.

If this spell is cast upon an area, a 10' per side cube can be magicked per level of experience of the magic-user. If an object or item is magicked, only that single thing can be enchanted, but affected creatures/characters save versus the magic thereon at -2.

Bigby's Clenched Fist (Evocation)

Level: 8
 Range: 1/2"/level
 Duration: 1 round/level
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 8 segments
 Saving Throw: None

Explanation/Description: *Bigby's Clenched Fist* spell brings forth a huge, disembodied hand which is balled into a fist. This magical member is under the mental control of the spell caster, and he or she can cause it to strike an opponent each round. No other spell casting or magical activity may be undertaken for the duration of the spell. The *Clenched Fist* never misses, but the effectiveness of its blow varies from round to round.

Die Roll	Result
1-12	glancing blow — 1 to 6 hit points
13-16	solid punch — 2 to 12 hit points
17-19	hard punch — 3 to 18 hit points and opponent is stunned next round
20	crushing blow — 4 to 24 hit points and opponent is stunned for next 3 rounds

Note: Any stunned opponent allows the magic-user to add +4 to his or her die roll to determine how well the fist strikes, as the opponent is not capable of dodging or defending against the attack effectively. (This spell can be used with any of the other *Hand* spells of the Archmage Bigby.) The material component of this spell is a leather glove and a small device consisting of four rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest, the whole fashioned of an alloyed metal of copper and zinc. The *Fist* is destroyed by damage equal to the hit points of its caster being inflicted upon it.

Binding (Enchantment - Evocation)

Level: 8
 Range: 1"
 Duration: *Special*
 Area of Effect: One creature

Components: V, S, M
 Casting Time: *Special*
 Saving Throw: *Special*

Explanation/Description: A *binding* spell enables the caster to capture a creature from the lower planes. The subject must already be confined by some form of restraining diagram. The duration of the spell depends upon the form of the *binding* and the level of the caster(s), as well as the length of time the spell is actually uttered. The components vary according to the form of the dweomer, but include: a continuous chanting utterance read from the scroll or book page giving the spell; gestures appropriate to the form of *binding*; and materials such as miniature chains of special metal (iron for demonkind, silver for diabolical creatures, nickel for the minions of Hades, etc.), soporific herbs of the rarest sort, a diamond or corundum gem of great size (1,000 gp value per hit die of the subject creature), and a vellum depiction or carved statuette of the subject to be captured.

A saving throw is not applicable as long as the experience level(s) of the caster(s) is (are) at least twice as great as the hit dice of the subject. In a case where the foregoing does not hold, then the subject gains a saving throw versus spell, modified by the form of *binding* being attempted and the relative ratio of level(s) of experience of the caster(s) to the subject creature's hit dice. For purposes of determining this number, the level of the principal caster is augmented by one-third of the level of experience of each assistant magic-user of 9th or higher level, and an additional level is gained for each assistant of 4th to 8th level. No more than six other magic-users can assist with a *binding* spell. The various forms of *binding* are these:

Chaining: The subject is confined by restraints which generate an *antipathy* affecting all creatures who approach the subject, except the caster. Duration is as long as one year per level of the caster(s). The subject of this form of *binding* (as well as of *slumber* and *bound slumber*; see below), remains within the restraining diagram.

Slumber: Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster(s).

Bound Slumber: A combination of *chaining* and *slumber* which lasts for up to one month per level of the caster(s).

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it may not wander by any means until freed. The dweomer remains until the magical hedge is somehow broken.

Metamorphosis: Causes the subject to change to some noncorporeal form, save for its head or face. The *binding* is permanent until some prescribed act frees the subject.

Minimus Containment: The subject is shrunk to a height of one inch or even less and held within the hedged prison of some gem or similar object. The subject of a *minimus containment*, *metamorphosis*, or *hedged prison* radiates a very faint aura of magic.

The saving throw, if applicable, is made at the normal level for the *chaining* form of the spell. *Slumber* allows the subject a +1, *bound slumber* a +2, *hedged prison* a +3, *metamorphosis* a +4, and *minimus containment* a +5 on the save. However, if the subject is initially weakened by magical means such as *dolor* or *torment* spells, the saving throw is subject to an adjustment of -1 for the former spell, -2 for the latter spell, and -4 for both in successive combination. A successful saving throw enables the subject to burst its bonds and do as it pleases.

A *binding* spell can be renewed in the case of the first three forms of the dweomer, for the subject does not have the opportunity to break the bonds. After one year the subject gains a normal saving throw versus spell. Whenever it is successful, the *binding* spell is broken and the subject creature is free. (If anything has caused a weakening of the *chaining* or *slumber*, such as attempts to contact the subject or magically touch it, a normal saving throw applies to the renewal of the spell.)

Clone (Necromantic)

Level: 8	Components: V, S, M
Range: Touch	Casting Time: 1 turn
Duration: Permanent	Saving Throw: None
Area of Effect: Special	

Explanation/Description: This spell creates a duplicate of a person. This clone is in all respects the duplicate of the individual, complete to the level of experience, memories, etc. However, the duplicate is the person, so that if the original and a duplicate exist at the same time, each knows of the other's existence; and the original person and the clone will each desire to do away with the other, for such an alter-ego is unbearable to both. If one cannot destroy the other, one (95%) will go insane (75% likely to be the clone) and destroy itself, or possibly (5%) both will become mad and commit suicide. These probabilities will occur within 1 week of the dual existence. The material component of the spell is a small piece of the flesh of the person to be duplicated. Note that the clone will become the person as he or she existed at the time at which the flesh was taken, and all subsequent knowledge, experience, etc. will be totally unknown to the clone. Also, the clone will be a physical duplicate, and possessions of the original are another matter entirely. Note that a clone takes from 2-8 months to grow, and only after that time is dual existence established.

Demand (Evocation - Enchantment/Charm)

Level: 8	Components: V, S
Range: Special	Casting Time: 1 turn
Duration: Special	Saving Throw: Special
Area of Effect: One creature	

Explanation/Description: This spell is essentially the same as a *sending* spell. *Demand* differs from *sending* in that the spell caster may phrase his or her message so as to contain a *suggestion* spell and if the subject fails to make its saving throw versus spell, it will do its best to carry out the *suggestion* contained in the message of the *demand*. Of course, if the message is relatively impossible or incongruous according to the circumstances which exist for the subject at the time the *demand* comes, the message is understood but no saving throw is necessary and the *suggestion* is ineffective. The material components of the spell are a pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature — a hair, bit of nail, etc.

Glassteel (Alteration)

Level: 8	Components: V, S, M
Range: Touch	Casting Time: 8 segments
Duration: Permanent	Saving Throw: None
Area of Effect: Object touched	

Explanation/Description: The *glassteel* spell turns crystal or glass into a transparent substance which has the tensile strength and unbreakability of actual steel. Only a relatively small volume of material can be affected, a maximum weight of 10 pounds per level of experience of the spell caster, and it must form one whole object. The material components of this spell are a small piece of glass and a small piece of steel.

Incendiary Cloud (Alteration-Evocation)

Level: 8	Components: V, S, M
Range: 3"	Casting Time: 2 segments
Duration: 4 rounds + 1-6 rounds	Saving Throw: ½
Area of Effect: Special	

Explanation/Description: An *incendiary cloud* spell exactly resembles the smoke effects of a *pyrotechnics* spell (q.v.), except that its minimum dimensions are a cloud of 10' height by 20' length and breadth. This dense vapor cloud billows forth, and on the 3rd round of its existence it begins to flame, causing ½ hit point per level of the magic-user who cast it. On the 4th round it does 1 hit point of damage per level of the caster, and on the 5th round it again drops to ½ h.p. of damage per level of the magic-user as its flames burn out. Any successive rounds of existence are simply harmless smoke which obscures vision within its confines. Creatures within the cloud need make only 1 saving throw if it is successful, but if they fail the first, they roll again on the 4th and 5th rounds (if necessary) to attempt to reduce damage sustained by one-half. In order to cast this spell the magic-user must have an available fire source (just as with a *pyrotechnics* spell), scrapings from beneath a dung pile, and a pinch of dust.

Mass Charm (Enchantment/Charm)

Level: 8	Components: V
Range: ½"/level	Casting Time: 8 segments
Duration: Special	Saving Throw: Neg.
Area of Effect: Special	

Explanation/Description: A *mass charm* spell affects either persons or monsters just as a *charm person* spell or a *charm monster* spell (qq.v.) does. The *mass charm*, however, will affect a number of creatures whose combined levels of experience and/or hit dice does not exceed twice the level of experience of the spell caster. All affected creatures must be within the spell range and within a maximum area of 3" by 3". Note that the creatures' saving throws are unaffected by the number of recipients (cf. *charm person* and *charm monster*), but all target creatures are subject to a penalty of -2 on the saving throw because of the efficiency and power of a *mass charm* spell.

MAGIC USER SPELLS, 8TH LEVEL

Maze (Conjuration/Summoning)

Level: 8
Range: 1/2" / level
Duration: Special
Area of Effect: One creature

Components: V, S
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: An extra-dimensional space is brought into being upon utterance of a maze spell. The recipient will wander in the shifting labyrinth of force planes for a period of time which is totally dependent upon its intelligence. (Note: Minotaurs are not affected by this spell.)

Intelligence of Mazed Creature	Time Trapped in Maze
under 3	2 to 8 turns
3 to 5	1 to 4 turns
6 to 8	5 to 20 rounds
9 to 11	4 to 16 rounds
12 to 14	3 to 12 rounds
15 to 17	2 to 8 rounds
18 and up	1 to 4 rounds

Mind Blank (Abjuration)

Level: 8
Range: 3"
Duration: 1 day
Area of Effect: One creature

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When the very powerful mind blank spell is cast, the recipient is totally protected from all devices and/or spells which detect, influence, or read emotions and/or thoughts. Protection includes augury, charm, command, confusion, divination, empathy (all forms), ESP, fear, feeblemind, mass suggestion, phantasmal killer, possession, rulership, soul trapping, suggestion, and telepathy. Cloaking protection also extends to prevention of discovery or information gathering by crystal balls or other scrying devices, clairaudience, clairvoyance, communing, contacting other planes, or wish-related methods (wishing, limited wish, alter reality). Of course, exceedingly powerful deities would be able to penetrate the spell's powers. Note that this spell also protects from psionic-related detection and/or influence such as domination (or mass domination), hypnosis, invisibility (the psionic sort is mind related), and precognition, plus those powers which are already covered as spells.

Monster Summoning VI (Conjuration/Summoning)

Level: 8
Range: 8"
Duration: 7 rounds + 1 round / level
Area of Effect: Special

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: This spell summons 1 or 2 sixth level monsters, the creature(s) appearing in 1 to 3 rounds. See monster summoning I for other details.

Otiluke's Telekinetic Sphere (Evocation - Alteration)

Level: 8
Range: 2"
Duration: 1 round / level
Area of Effect: 1' diameter sphere per level of caster

Components: V, S, M
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: This spell is exactly the same as the 4th-level magic-user spell, *Otiluke's Resilient Sphere*, with the addition that the interior of the globe is virtually weightless; i.e., anything contained within it weighs only 1/16 of its normal weight. Any subject weighing up to 5,000 pounds can be telekinetically lifted in the sphere by the caster. Range of control extends to a maximum distance of 1" per level of the caster after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 pounds of weight is englobed, the essential weight is but 1/16 of actual, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harmless to the object therein, although it can be disastrous

should the globe disappear when the subject inside is high above a hard surface. In addition to the material components for the *resilient sphere*, the caster must have a pair of small bar magnets to effectuate this spell.

Otto's Irresistible Dance (Enchantment/Charm)

Level: 8
Range: Touch
Duration: 2-5 rounds
Area of Effect: Creature touched

Components: V
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: When *Otto's Irresistible Dance* is placed upon a creature, the spell causes the recipient to begin dancing, feet shuffling and tapping. This dance makes it impossible for the victim to do anything other than caper and prance, this cavorting lowering the armor class of the creature by -4, making saving throws impossible, and negating any consideration of a shield. Note that the creature must be touched — possibly as if melee combat were taking place and the spell caster were striking to do damage.



Permanency (Alteration)

Level: 8
Range: Special
Duration: Permanent
Area of Effect: Special

Components: V, S, M
Casting Time: 2 rounds
Saving Throw: None

Explanation/Description: This spell affects the duration of certain other spells, making the duration permanent. The spells upon which a personal permanency will be effective are:

comprehend languages	protection from evil
detect evil	protection from normal missiles
detect invisibility	read magic
detect magic	tongues
infravision	unseen servant

The magic-user casts the desired spell and then follows with the permanency spell. Each permanency spell lowers the magic-user's constitution by 1 point. The magic-user cannot cast these spells upon other creatures. In addition to personal use, the permanency spell can be used to make the following object/creature or area effect spells lasting:

enlarge	prismatic sphere
fear	stinking cloud
gust of wind	wall of fire
invisibility	wall of force
magic mouth	web

The former application of permanency can be dispelled only by a magic-user of greater level than the spell caster was when he or she initially cast it. The permanency application to other spells allows it to be cast simultaneously with any of the latter when no living creature is the target, but the permanency can be dispelled normally, and thus the entire spell negated.



Polymorph Any Object (Alteration)

Level: 8
 Range: 1/2"/level
 Duration: Variable
 Area of Effect: Special

Components: V,S,M
 Casting Time: 1 round
 Saving Throw: Special

Explanation/Description: This spell changes one object (living or otherwise) into another. When used as a *polymorph other or stone to flesh*, simply treat the spell as a more powerful version, with saving throws made at -4 on the die. When it is cast in order to change other objects, the duration of the spell will depend on how radically removed the original was from its magicked state, as well as how different in size. This will be determined by your Dungeon Master by comparing:

kingdom — animal, vegetable, mineral
class — mammals, bipeds, fungi, metals, spheres, etc.
relationship — twig is to tree, sand is to beach, etc.
size — smaller, equal, larger
shape — comparative resemblance of the original to the polymorphed state
intelligence — particularly with regard to a change in which the end product is more intelligent

Change in *kingdom* makes the spell work for hours or turns, i.e. hours if one removed, turns if two removed. Other changes likewise affect spell duration. Thus, changing a lion to an androsphinx would be permanent, but turning a turnip to a purple worm would be a change of only hours duration; turning a tusk into an elephant would be permanent, but turning a twig into a sword would be only a change of several turns duration. All polymorphed objects radiate a strong magic, and if a *dispel magic* spell is used upon them, they will return to their natural form. Note that a *stone to flesh*, or its reverse, will affect objects under this spell. The material components of this spell are mercury, gum arabic, and smoke. N.B.: System shock applies to living creatures, as do the restrictions noted regarding *polymorph others* and *stone to flesh* (qq.v.).

Power Word, Blind (Conjuration/Summoning)

Level: 8
 Range: 1/2"/level
 Duration: Special
 Area of Effect: 3" diameter

Components: V
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: When a *power word, blind* is cast, one or more creatures within spell range and area of effect will become temporarily sightless. The spell affects up to 100 hit points of creatures, but the duration is dependent upon how many hit points of creatures are affected. If 50 or less points are affected, blindness lasts for 2 to 5 (d4+1) turns, if 51 or more hit points of creatures are affected, the spell duration is but 2 to 5 rounds. Note that the spell caster must indicate which creatures he or she desires to affect with the spell, noting one as target center, prior to determining results. Creatures with over 100 hit points are not affected. Blindness can be removed by *cure blindness* or *dispel magic*.

Serten's Spell Immunity (Abjuration)

Level: 8
 Range: Touch
 Duration: 1 turn/level
 Area of Effect: Creature(s) touched

Components: V,S,M
 Casting Time: 1 round/recipient
 Saving Throw: None

Explanation/Description: By use of this spell the magic-user is able to confer virtual immunity to certain spells and magical attack forms upon those he or she touches and magicks. For every 4 levels of experience of the magic-user, 1 creature can be protected by the *Serten's Spell Immunity* spell, but the duration of the protection is similarly disbursed upon these

additional figures. (Example: A 16th level magic-user can cast the *dweomer* upon 1 creature and it will last 16 turns, or he or she can place it upon 2 creatures for an 8 turn duration, or upon 4 creatures for but 4 turns duration.) The protection gives a bonus to saving throws as follows:

Beguiling, Charm, Suggestion	+9
Command, Domination, Fear, Hold, Scare	+7
Geas, Quest	+5

The material component of this spell is a diamond which must be crushed and sprinkled over the spell recipients, and each such creature must also have in its possession a diamond of any size, intact and carried on its person.

Sink (Enchantment - Alteration)

Level: 8
 Range: 1"/level
 Duration: Special
 Area of Effect: One creature or one object of 1 cu. " per level of caster

Components: V, S
 Casting Time: 8 segments
 Saving Throw: Special

Explanation/Description: When the magic-user casts a *sink* spell, he or she must chant the spell for 4 segments without interruption. At that juncture, the subject creature or object will become rooted to the spot unless a saving throw versus spell (with respect to a creature) or a saving throw versus *disintegration* (for an object with magical properties) is successful. (Note: "Magical properties" include those of magic items as listed in the *Dungeon Masters Guide*, those of items enchanted or otherwise of magical origin, and those of items with protection-type spells or with permanent magical properties or similar spells upon them.) Items of a non-magical nature are not entitled to a saving throw. The subject will also become of the same density as the surface upon which it stands at this juncture if its saving throw was not successful.

The spell caster now has the option of ceasing his or her spell and leaving the subject as it is, in which case the spell will lose its *dweomer* in 4 turns, and the subject will return to normal. If the magic-user proceeds with the spell, the subject will begin to slowly *sink* into the ground. On the 5th segment the subject will *sink* to one-quarter of its height, on the 6th another quarter, on the 7th another, and on the 8th segment it will be totally sunken into the ground.

This virtual entombment will place a living subject into a state which duplicates *stasis* but does not otherwise harm the subject. Non-living or living, the subject will exist in undamaged form in the surface into which it was sunk, its upper extremity as far beneath the surface as the subject has height; i.e., a 6' high subject will be 6' beneath the surface, while a 60' high subject will have its uppermost portion 60' below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject will return to normal — although it will not then rise up. Such spells as *dig*, *transmute rock to mud*, and *freedom* (reverse of *imprisonment*) will not harm the subject of a *sink* spell and will be helpful in recovering it in many cases. If a *detect magic* spell is cast over an area upon which a *sink* spell was used, it will reveal a faint *dweomer* of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the *detect magic*, the *dweomer* will be noted as magic of an enchantment-alteration nature.

MAGIC USER SPELLS, 9TH LEVEL

Symbol (Conjuration/Summoning)

Level: 8
Range: Touch
Duration: Special
Area of Effect: Special

Components: V,S,M
Casting Time: 8 segments
Saving Throw: Special

Explanation/Description: A symbol spell causes the creation of magical runes which affect creatures which pass over, touch, read, or pass through a portal upon which the symbol is inscribed. Upon casting the spell, the magic-user inscribes the symbol upon whatever surface he or she desires. Likewise, the spell caster is able to place the symbol of his or her choice, using any one of the following:

Death —	One or more creatures whose total hit points do not exceed 80 are slain.
Discord —	All creatures are affected and immediately fall to loudly bickering and arguing; furthermore, there is a 50% probability that creatures of different alignment will attack each other. The bickering lasts for 5-20 rounds; the fighting for 2-8 rounds.
Fear —	This symbol operates as an extra-strong fear spell, causing all creatures to save vs. the spell at -4 on the die or panic and flee as if affected by a fear spell (q.v.).
Hopelessness —	All creatures are affected and must turn back in dejection unless they save versus magic. Affected creatures will submit to the demands of any opponent, i.e. surrender, get out, etc.; the hopelessness lasts for 3 to 12 (3d4) turns, and during this period it is 25% probable that affected creatures will take no action during any round, and 25% likely that those taking action will turn back or retire from battle, as applicable.
Insanity —	One or more creatures whose total hit points do not exceed 120 will become insane and remain so, acting as if a confusion spell (q.v.) had been placed upon them until a heal, restoration, or wish spell is used to remove the madness.
Pain —	All creatures are affected, having wracking pains shooting through their bodies, which causes them to have -2 on dexterity and -4 on attack dice for from 2-20 turns.
Sleep —	All creatures under 8 + 1 hit dice will immediately fall into a catatonic slumber and cannot be awakened for 5 to 16 (d12 + 4) turns.
Stunning —	One or more creatures whose total hit points do not exceed 160 will be stunned and reeling for 3-12 (3d4) rounds, dropping anything it or they hold in manipulative members.

The type of symbol cannot be recognized without it being read and thus activating its effects. The material components of this spell are powdered black opal and diamond dust worth not less than 5000 g.p. each.

Trap The Soul (Conjuration/Summoning)

Level: 8
Range: 1"
Duration: Permanent until broken
Area of Effect: One creature

Components: V,S,M
Casting Time: Special + 1 segment
Saving Throw: Neg.

Explanation/Description: This spell is similar to the magic jar, except that the trap the soul spell forces the subject creature's life force (and its material body, if any) into a special prison magicked by the spell caster. The subject of the spell must be seen by the caster, and the magic-user must know the subject's true name as well when the final word is uttered. Preparatory to the actual casting of the trap the soul, the magic-user must prepare the soul prison, a gem of 1,000 g.p. value for every hit die or level of experience the creature whose soul is to be trapped possesses, i.e. it requires a gem of 10,000 g.p. value to trap a 10 hit dice (or 10th level) creature by placing an enchant an item spell upon it and then placing a

maze spell into the gem, thereby forming the prison for the soul to be trapped. There are 2 manners in which the soul of the victim can be imprisoned. The final word of the spell can be spoken when the creature is within spell range, but this entitles it to exercise its magic resistance (if any) and a saving throw versus magic as well, and if the latter is successful, the gem shatters. The second method of soul trapping is far more insidious, for it tricks the victim into accepting a trigger object inscribed with the final spell word which will automatically place the creature's soul into the trap. If this method is used, it will be necessary to name the triggering item when the prison gem is magicked. A sympathy spell may be placed on the trigger item. As soon as the subject creature picks up or accepts the trigger item, its soul is automatically transferred to the gem. The gem prison will hold the soul trapped until time indefinite, or until it is broken and the soul is released, allowing the material body to reform. If the creature trapped is a powerful creature from another plane (and this could actually mean a character trapped by some inhabitant of another plane of existence when the character is not on the Prime Material Plane), it can be required to perform a service immediately upon being freed. Otherwise, the creature can go totally free once the gem imprisoning it is broken.

Ninth Level Spells:

Astral Spell (Evocation)

Level: 9
Range: Touch
Duration: Special
Area of Effect: Special

Components: V,S
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the seventh level cleric spell, astral spell (q.v.).

Bigby's Crushing Hand (Evocation)

Level: 9
Range: 1/2"/level
Duration: 1 round/level
Area of Effect: Special

Components: V,S,M
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: Bigby's Crushing Hand causes the appearance of a huge disembodied hand which is similar to Bigby's Forceful Hand and Bigby's Clenched Fist (qq.v.). The Crushing Hand is under the mental control of the spell caster, and he or she can cause it to grasp and squeeze an opponent. Damage from this constriction depends on the number of rounds it acts upon the victim:

1st round	1-10 hit points
2nd & 3rd rounds	2-20 hit points
4th & beyond	4-40 hit points

The Hand can sustain hit points equal to those of the magic-user who created it before being dispelled. The material components of the spell are a glove of snake skin and the shell of an egg.



Crystalbrittle (Alteration)

Level: 9
Range: *Touch*
Duration: *Permanent*
Area of Effect: 2 cu. ft. per level of caster

Components: V, S
Casting Time: 9 segments
Saving Throw: *Special*

Explanation/Description: The dweomer of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glass-like material easily shattered by any forceful blow. Furthermore, this change is unalterable short of by means of a *wish* spell; i.e., *dispel magic* will not reverse the spell.

The caster must physically touch the target item — equal to a hit in combat if the item is being worn or wielded, or is a monster. Any single metal item can be affected by the spell. Thus, a suit of armor being worn by the subject can be changed to crystal, but the subject's shield would not be affected, or vice versa. All items gain a saving throw equal to their magical bonus value or protection. A +1/+3 sword would get a 10% (average of the two plusses) chance to save; +5 magic armor a 25% chance to be unaffected; an iron golem a 15% chance to save (for it is hit only by magic weapons of +3 or better quality). Artifacts and relics of metal have a 95% chance to be unaffected by the spell. Affected items not immediately protected will be shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

Energy Drain (Evocation)

Level: 9
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One creature*

Components: V, S, M
Casting Time: 3 segments
Saving Throw: *None*

Explanation/Description: By casting this spell, the magic-user opens a channel between the plane he or she is on and the Negative Material Plane, the caster becoming the conductor between the two planes. As soon as he or she touches (equal to a hit if melee is involved) any living creature, the victim loses two energy levels (as if struck by a spectre). A monster loses two hit dice permanently, both for hit points and attack ability. A character loses levels, hit dice and hit points, and abilities permanently (until regained through adventuring, if applicable). The material component of this spell is essence of spectre or vampire dust. Preparation requires three segments, the material component is then cast forth, and upon touching the victim the magic-user speaks the triggering word, causing the dweomer to take effect instantly. There is always a 5% (1 in 20) chance that the caster will also be affected by the *energy drain* and lose one energy level at the same time the victim is drained of two. Humans or humanoids brought to zero energy level by this spell become juju zombies.

Gate (Conjuration/Summoning)

Level: 9
Range: 3"
Duration: *Special*
Area of Effect: *Special*

Components: V, S
Casting Time: 9 segments
Saving Throw: *None*

Explanation/Description: Except as noted above, this spell is the same as the seventh level cleric spell, *gate* (q.v.).

**Imprisonment** (Abjuration) Reversible

Level: 9
Range: *Touch*
Duration: *Permanent*
Area of Effect: 1 creature

Components: V, S
Casting Time: 9 segments
Saving Throw: *None*

Explanation/Description: When an *imprisonment* spell is cast and the victim is touched, the recipient is entombed in a state of suspended animation (cf. *temporal stasis*) in a small sphere far below the surface of the earth. The victim remains there unless a reverse of the spell, with the creature's name and background, is cast. Magical search by *crystal ball*, a *locate objects* spell or similar means will not reveal the fact that a creature is imprisoned. The reverse (*freedom*) spell will cause the appearance of the victim at the spot he, she or it was entombed and sunk into the earth. There is a 10% chance that 1 to 100 other creatures will be freed from imprisonment at the same time if the magic-user does not perfectly get the name and background of the creature to be freed. The spell only works if the name and background of the victim are known.

Meteor Swarm (Evocation)

Level: 9
Range: 4" + 1"/level
Duration: *Instantaneous*
Area of Effect: *Special*

Components: V, S
Casting Time: 9 segments
Saving Throw: ½

Explanation/Description: A *meteor swarm* is a very powerful and spectacular spell which is similar to a *fireball* in many aspects. When it is cast, either four spheres of 2' diameter or eight spheres of 1' diameter spring from the outstretched hand of the magic-user and streak in a straight line up to the distance demanded by the spell caster, up to the maximum range. Any creature in the straight line path of these missiles will receive the full effect of the missile, or missiles, without benefit of a saving throw. The "meteor" missiles leave a fiery trail of sparks, and each bursts as a *fireball* (q.v.). The large spheres each do 10 to 40 hit points of damage, the four bursting in a diamond or box pattern. Each has a 3" diameter area of effect, and each sphere will be 2" apart, along the sides of the pattern, so that there are overlapping areas of effect, and the center will be exposed to all four blasts. The eight small spheres have one-half the diameter (1½") and one-half the damage potential (5-20). They burst in a pattern of a box within a diamond or vice versa, each of the outer sides 2" long, and the inner sides being 1" long. Note that the center will have 4 areas of overlapping effect, and there are numerous peripheral areas which have two overlapping areas of effect. A saving throw for each area of effect will indicate whether full hit points of damage, or half the indicated amount of damage, will be sustained by creatures within each area, except as already stated with regard to the missiles impacting.

Monster Summoning VII (Conjuration/Summoning)

Level: 9
Range: 9"
Duration: 8 rounds + 1 round/level
Area of Effect: *Special*

Components: V, S, M
Casting Time: 9 segments
Saving Throw: *None*

Explanation/Description: This spell summons 1 or 2 seventh level monsters which appear 1 round after the spell is cast, or 1 8th level monster which will appear 2 rounds after the spell is cast. See *monster summoning I* for other details.

Mordenkainen's Disjunction (Alteration - Enchantment)

Level: 9
Range: 0
Duration: *Permanent*
Area of Effect: 3" radius

Components: V
Casting Time: 9 segments
Saving Throw: *Special*

Explanation/Description: When this spell is cast, all magic and/or magic items within the radius of the spell, except those on the person of or being touched by the spell caster, are *disjoined*. That is, spells being cast are separated into their individual components (usually spoiling the effect as does a *dispel magic*), and *permanent* and magicked items must likewise save (versus spell if actually cast on a creature, or versus a *dispel magic* otherwise) or be turned into normal items. Even artifacts and relics are subject to *Mordenkainen's Disjunction*, although there is only a 1% chance per level of the spell caster of actually affecting such powerful items. Thus, all potions, scrolls, rings,

MAGIC USER SPELLS, 9TH LEVEL

rods et al, miscellaneous magic items, artifacts and relics, arms and armor, swords and miscellaneous weapons within 3" of the spell caster can possibly lose all their magical properties when *Mordenkainen's Disjunction* is cast.

Note: Destroying artifacts is a dangerous business, and 95% likely to attract the attention of some powerful being who has an interest or connection with the device. Additionally, if an artifact is destroyed, the casting magic-user must save versus spell at -4 or permanently lose all spell casting abilities.

Power Word, Kill (Conjuration/Summoning)

Level: 9
Range: 1/4"/level
Duration: Permanent
Area of Effect: 2" diameter
Components: V
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When a power word, kill is uttered, one or more creatures within the spell range and area of effect will be slain. The power word will destroy a creature with up to 60 hit points, or it will kill 2 or more creatures with 10 or fewer hit points, up to a maximum of 120 hit points. The option to attack a single creature, or multiple creatures, must be stated along with the spell range and area of effect center.

Prismatic Sphere (Abjuration, Conjuration/Summoning)

Level: 9
Range: 0
Duration: 1 turn/level
Area of Effect: 2" diameter sphere
Components: V
Casting Time: 7 segments
Saving Throw: Special

Explanation/Description: This spell enables the magic-user to conjure up an opaque globe of shimmering, multi-colored spheres of light to surround him or her which give protection from all forms of attack. This scintillating sphere flashes all the seven colors of the visible spectrum, and each of these spheres of color has a different power and purpose. Any creature with fewer than eight hit dice will be blinded for from 2 to 8 turns by the colors of the sphere. This phenomenon is immobile and only the spell caster can pass in and out the prismatic sphere without harm. Note that typically the upper hemisphere of the globe will be visible, as the spell caster is at the center of the sphere, so the lower half is usually hidden by the floor surface he or she is standing upon. The colors and effects of the prismatic sphere, as well as what will negate each globe, are:

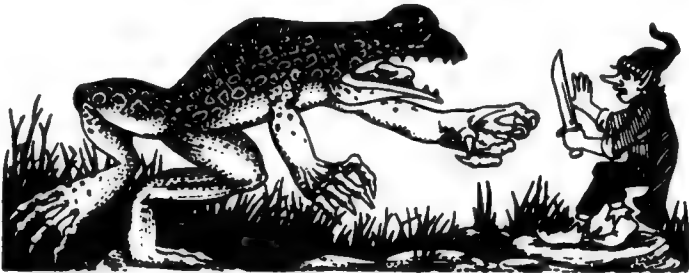
Color of Globe	Order of Globe	Effects of Globe	Spell Negated By
red	1st	prevents all non-magical missiles — inflicts 10 hit points of damage	cone of cold
orange	2nd	prevents all magical missiles — inflicts 20 hit points of damage	gust of wind
yellow	3rd	prevents poisons, gasses, and petrification — inflicts 40 hit points of damage	disintegrate
green	4th	prevents all breath weapons — save vs. poison or dead	passwall
blue	5th	prevents location/detection and psionics — save vs. petrification or turned to stone	magic missile
indigo	6th	prevents all magical spells — save vs. wand or insane	continual light
violet	7th	force field protection — save vs. magic or sent to another plane	dispel magic

Note that a rod of cancellation will destroy a prismatic sphere. Otherwise, anything entering the sphere will be destroyed, any creature subject to the effects of each and every globe as indicated, i.e. 70 hit points of damage plus death, petrification, insanity and/or instantaneous transportation to another plane, and only the four latter effects are subject to saving throws. The individual globes may be destroyed by appropriate magical attacks in consecutive order, the 1st globe destroyed before any others, then the 2nd, etc.

Shape Change (Alteration)

Level: 9
Range: 0
Duration: 1 turn/level
Area of Effect: The spell caster
Components: V,S,M
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: With this spell, the magic-user is able to assume the form of any creature short of a demi-god, greater devil, demon prince, singular dragon type, greater demon or the like. The spell caster becomes the creature he or she wishes, and has all of the abilities save those dependent upon intelligence, for the mind of the creature is that of the spell caster. Thus, he or she can change into a griffon, thence to an efreet, and then to a titan, etc. These creatures have whatever hit points the magic-user has at the time of the shape change. Each alteration in form requires 1 segment. No system shock is incurred. Example: A wizard in combat and assumes the form of a will o' wisp, and when this form is no longer useful, the wizard changes into a stone golem and walks away. When pursued, the golem-shape is changed to that of a flea, which hides upon a horse until it can hop off and become a bush. If detected as the latter, the magic-user can become a dragon, pool of water, or just about anything else. The material component of the spell is a jade circlet worth no less than 5000 g.p. which will shatter at the expiration of the magic's duration. In the meantime, it is left in the wake of the shape change, and premature shattering will cause the magic to be dispelled.



Succor (Alteration - Enchantment)

Level: 9
Range: Touch
Duration: Special
Area of Effect: One individual
Components: V, S, M
Casting Time: 1 to 4 days
Saving Throw: None

Explanation/Description: This spell is essentially the same as the 7th-level cleric spell of the same name. A succor spell cast by a magic-user will teleport without error the individual breaking the object and speaking the command word. If the reverse is used, the archmage is likewise brought to the presence of the individual. Unlike the cleric spell of the same name (qv), the summoned archmage has no choice than to answer the summons, making this version of the spell rare indeed. Intervening planes have only a 1% chance each, cumulative, of causing irrevocable loss of the individual or spell caster involved in the succor. The material component used must be gem material of not less than 5,000 gp value; whether it is a faceted gem or not is immaterial. The components can only be enchanted once per month (usually on the night of a clear, full moon). At that time, the object is "set" for the type of succor and its final destination (either the location of the spell casting or an area well known to the mage).



Temporal Stasis (Alteration) Reversible

Level: 9
 Range: 1"
 Duration: Permanent
 Area of Effect: One creature

Components: V,S,M
 Casting Time: 9 segments
 Saving Throw: None

Explanation/Description: Upon casting this spell, the magic-user places the recipient creature into a state of suspended animation. This cessation of time means that the creature does not grow older. Its body functions virtually cease. This state persists until the magic is removed by a *dispel magic* spell or the reverse of the spell (*temporal reinstatement*) is uttered. Note that the reverse requires only a single word and no somatic or material components. The material component of a *temporal stasis* spell is a powder composed of diamond, emerald, ruby, and sapphire dust, one stone of each type being required.

Time Stop (Alteration)

Level: 9
 Range: 0
 Duration: 1/2 segment/level
 + 1-8 segments
 Area of Effect: 3" diameter sphere

Components: V
 Casting Time: 9 segments
 Saving Throw: None

Explanation/Description: Upon casting a *time stop* spell, the magic-user causes the flow of time to stop in the area of effect, and outside this area the sphere simply seems to shimmer for an instant. During the period of spell duration, the magic-user can move and act freely within the area where time is stopped, but all other creatures there are frozen in their actions, for they are literally between ticks of the time clock, and the spell duration is subjective to the caster. No creature can enter the area of effect without being stopped in time also, and if the magic-user leaves it, he or she immediately negates the spell. When spell duration ceases, the magic-user will again be operating in normal time.

Wish (Conjuration/Summoning)

Level: 9
 Range: Unlimited
 Duration: Special
 Area of Effect: Special

Components: V
 Casting Time: Special
 Saving Throw: Special

Explanation/Description: The *wish* spell is a more potent version of a *limited wish* (q.v.). If it is used to alter reality with respect to hit points sustained by a party, to bring a dead character to life, or to escape from a difficult situation by lifting the spell caster (and his or her party) from one place to another, it will not cause the magic-user any disability. Other forms of wishes, however, will cause the spell caster to be weak (-3 on strength) and require 2 to 8 days of bed rest due to the stresses the wish places upon time, space, and his or her body. Regardless of what is wished for, the exact terminology of the *wish* spell is likely to be carried through. (This discretionary power of the referee is necessary in order to maintain game balance. As wishing another character dead would be grossly unfair, for example, your DM might well advance the spell caster to a future period where the object is no longer alive, i.e. putting the wishing character out of the campaign.)



ILLUSIONIST SPELLS

Notes Regarding Illusionist (Magic-User) Spells:

There are fewer illusionist spells than there are magic-user spells, and there is some duplication; at seventh level the list includes all first level magic-user spells, several of which are taken as if they were but one spell of seventh level. The illusions of this class grow progressively more powerful as levels increase; the phantasms take on some actual substance, and even other sorts of spells used by illusionists are potent (cf. *phantasmal killer*, *shades*, *prismatic spray*).

There are some illusionist spells which have no verbal (V) component. Also, these spells typically need fewer material components than do those of other classes. A notable exception is the *vision spell* which needs great material outlay.

CANTRIPS

For general information on cantrips and how they are cast by illusionists, see the text under the heading of magic-user cantrips beginning on page 6. Everything given therein applies to illusionists and aspiring illusionists as well, including the ability to use those minor spells defined as magic-user cantrips. Below and on the following page are described the special *minor illusion* cantrips available only to those of the illusionist sub-class.

Colored Lights (Alteration)

Area of Effect: *Special* Casting Time: $\frac{1}{2}$ segment

When this cantrip is used, the caster creates one or more globes of pastel light (cf. magic-users' *bluelight* cantrip). A single globe of illumination 1 foot in diameter can be brought forth, or a pair of 6-inch-diameter globes, three 4-inch globes, or four 3-inch globes. The caster can cause these globes of light to be of any pastel color. Each will illuminate a radius around it equal to five diameters; i.e., a 1-foot globe sheds a 5-foot radius of brilliance, while a 3-inch sphere of light illuminates only a radius of 15 inches. As long as the caster concentrates on the *colored lights*, the cantrip will remain active, and the globe or globes will float near or rest upon the caster, as he or she desires, within the 1" range. Globes can be moved back and forth, up and down, to and fro as desired. The illumination from any one of them will not cast reflections beyond 1", and the light shed cannot be detected beyond 3". Infravision and ultravision are not affected if light is colored pale blue or pink, but other hues will disturb these visual capabilities. Verbal and somatic components are these: The caster must speak the color and number of globes desired, then speak a magic word (*noma*, *mazda*, etc.), while directing the globes with one or more fingers.

Dim (Alteration)

Area of Effect: *Special* Casting Time: $\frac{1}{2}$ segment

By means of a *dim* cantrip, the illusionist causes a light source to become weaker or the very air to become less permeated by light rays. If light sources are to be affected, then about 6 torches, a medium-sized fire (such as in a fireplace or campfire), 72 candles, or even a *light* or *continual light* spell can be affected. The *dim* cantrip will cause any of the above light sources to at best shed only half their normal radiance for one full round. Torches will burn only as brightly as candles; candles will but glow dimly; a fire will become torchlike in illumination, and all *light* spells dim to half their normal brightness. Affected light must be within 1" of the caster. He or she must speak a magical phrase (such as *bee-row-nout* or *rhee-oh-stat*) and make a downward motion with one hand to effectuate the cantrip.

Haze (Alteration)

Area of Effect: $1''$ cube Casting Time: $\frac{1}{2}$ segment

When a *haze* cantrip is cast, the atmosphere in the desired area of effect becomes cloudy, as if layered by smoke or filled with floating dust. Any creature attempting to discharge missiles or cast spells at a target screened by such a haze will be affected. The target is 5%

harder to hit, so missile discharge is at -1 "to hit" and saving throws are at +1 (or one is given when otherwise none is allowed, although it is only a 5% chance to save in the latter case). Hiding in shadows is 5% more effective when screened by a *haze* cantrip. The hazy effect lasts but a single round. It must be cast over an area within 1" of the caster. Atmospheric conditions will destroy the haze if applicable — a good breeze, rain, etc. A *gust of wind* spell will immediately disperse the *haze*. The caster hums a melody while the hands make passes before the body to effectuate this cantrip.

Mask (Illusion)

Area of Effect: *One person* Casting Time: $\frac{1}{6}$ segment

A *mask* cantrip enables the caster to alter his or her visage, or the visage of whatever subject individual (human, demi-human, or humanoid) he or she chooses, by means of an illusion. Ears, hair, head shape, facial features, and all such aspects of appearance are affected. The *mask* will only be detectable if a viewer peers closely or can *detect illusion* and does so. The effect lasts for 3-6 rounds. The caster touches his or her face, thinks of the desired features, and then speaks a word descriptive of the visage desired.

Mirage (Illusion)

Area of Effect: 2 sq. '' Casting Time: $\frac{1}{2}$ segment

This cantrip lets the caster cause an area to appear to be something other than it is. The *mirage* cantrip brings an illusory scene to cover the area. The area must be relatively flat and featureless, and the *mirage* must be an actual place, in existence at the time, which the caster has actually beheld. A saving throw versus spell is applicable. The cantrip lasts for as long as the caster concentrates, although each round there is a 5% cumulative chance that it will waver and reveal its true nature. Touching a *mirage* will instantly dispel the cantrip, as will *dispel illusion* or *dispel magic*. The caster must speak a word or two descriptive of the *mirage* and then make a single pass to cause the magic to begin. It is maintained by concentration alone thereafter.

Noise (Illusion)

Area of Effect: $1''$ radius Casting Time: $\frac{1}{6}$ segment

The caster of a *noise* cantrip causes illusory sound of whatever nature he or she desires, although it is indistinct and confusing. Thus, he or she can cause a murmuring sound as if many voices were speaking behind a thick door or at a great distance, a rushing sound similar to wings and wind combined, shuffling and scraping as if many people were moving things or walking slowly but at some distant place, etc. All creatures within the area of effect will be subject to the cantrip, but each gets a saving throw. Success negates the *noise* with respect to the individual. Range is 1" for the cantrip's radius of sound. The caster points a digit at the desired area and then softly makes sounds imitative of the noises desired.

Rainbow (Alteration)

Area of Effect: *Special* Casting Time: $\frac{1}{3}$ segment

By means of this cantrip, the caster brings into being a plane of pastel colors which exactly duplicates a rainbow. He or she can cause this 30-foot-long, 1-foot-wide band of color to arch into a bowed shape, remain a ribbon, twist and turn, etc. In any event, one end of the *rainbow* must be within 1" of the caster when the cantrip is cast. The colors will glow softly and be visible even in total (normal) darkness. If no motion is desired, the caster may leave the vicinity of the *rainbow*. If motion is desired, the caster must control it by hand gesture and remain within 1" of it. The *rainbow* will last for 1 round and then fade away. All creatures failing to save versus spell will gaze at the *rainbow* for 1-4 segments, 2-5 if the caster keeps it in motion. Verbal component is a name of power (*gar-land*, *peggee-lee*, etc.), which is spoken while the fingers of both hands form a pyramid.

Two-D'lusion (Illusion)

Area of Effect: 4 sq. "

Casting Time: 1/6 segment

This cantrip is virtually the same as a *phantasmal force* spell in most respects. The caster creates a two-dimensional illusion of whatever he or she desires. If any viewer sees it from an angle of more than 45° from its horizontal or vertical viewing axis, the nature of the illusion will be immediately apparent. It is dispelled by touch or magic (*dispel illusion* or *dispel magic*). It is invisible from the side or the rear, and lasts as long as the caster concentrates upon it. To effectuate the cantrip, the caster must speak a phrase descriptive of the illusion while making a circular motion with his closed hand.

First Level Spells:**Audible Glamer (Illusion/Phantasm)**

Level: 1

Range: 6" + 1"/level

Duration: 3 rounds/level

Area of Effect: Hearing range

Components: V,S

Casting Time: 5 segments

Saving Throw: Special

Explanation/Description: Except as noted above, this spell is the same as the second level magic-user spell, *audible glamer* (q.v.).

Change Self (Illusion/Phantasm)

Level: 1

Range: 0

Duration: 2-12 rounds + 2

rounds/level

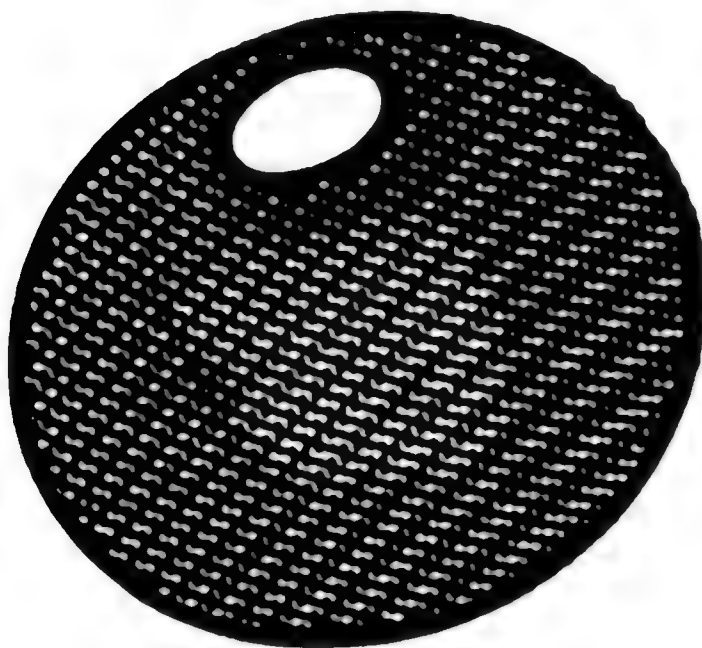
Area of Effect: The illusionist

Components: V,S

Casting Time: 1 segment

Saving Throw: None

Explanation/Description: This spell enables the illusionist to alter the appearance of his or her form — including clothing and equipment — to appear 1' shorter or taller; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The duration of the spell is 2 to 12 (2d6) rounds base plus 2 additional rounds per level of experience of the spell caster.

**Chromatic Orb (Alteration - Evocation)**

Level: 1

Range: 0

Duration: Special

Area of Effect: One creature

Components: V, S, M

Casting Time: 1 segment

Saving Throw: Special

Explanation/Description: The *chromatic orb* spell enables the illusionist to create a small globe of varying hue in his or her hand and hurl it at any opponent he or she desires, providing there are no barriers between the illusionist and the target creature, and that the target creature is within 3" (the longest distance the chromatic orb can be hurled). It is magical, and even creatures normally struck only by +5, +4, etc. magic weapons will be affected by the *chromatic orb* if it strikes. Magic resistance withstands this spell, of course. At 1" or closer, there is a +3 chance "to hit," at over 1" to 2" there is a +2 chance to strike the target, and from over 2" to the maximum 3" range the chance "to hit" is only +1. If a *chromatic orb* misses a target, it dissipates without further effect. The color of the globe determines its effect when a subject is struck. Low-level illusionists are restricted as to what color orb they can bring into existence by means of this spell, although the hues below their level are always available should the choice be made to select a color not commensurate with level of experience. Colors and effects are shown on the table below.

Minimum Level of Caster	Color of Orb Generated	Hit Points of Damage	Special Powers
1st	Pearly	1-4	light ¹
2nd	Ruby	1-6	heat ²
3rd	Flame	1-8	fire ³
4th	Amber	1-10	blindness ⁴
5th	Emerald	1-12	stinking cloud ⁵
6th	Turquoise	2-16	magnetism ⁶
7th	Sapphire	2-8	paralysis ⁷
10th	Amethyst	(slow)	petrification ⁸
12th	Ashen	(paralysis)	death ⁹

Notes on special powers:

- 1: Light equal to a *light* spell will be generated and persist for 1 round/level of the caster, and any subject failing to save versus spell will be blinded for the duration.
- 2: Heat from the ruby orb will melt up to 1 cubic yard of ice, and creatures not saving versus spell will suffer a loss of 1 point of strength and 1 point of dexterity (or -1 "to hit" and AC) for 1 round following being struck by the orb.
- 3: Fire from the orb will set aflame all combustibles within a 1' radius of the target, and unless the target saves versus spell an additional 2 points of fire damage will be suffered (except when protected from fire by magical or natural means).
- 4: The target subject will suffer blindness for 5-8 rounds unless a successful saving throw versus spell is made (*cure blindness* or *dispel magic* negates this effect).
- 5: A magical *stinking cloud* of 5' radius (around the target) is created when a successful hit is made, and the subject must save versus poison or else be helpless, and in any event will be helpless until leaving the area of the vapors (cf. *stinking cloud* spell).
- 6: The turquoise orb inflicts electrical damage, and if the target is wearing ferrous metal it will be magnetized for 3-12 rounds unless a saving throw versus spell is successful. Magnetized metal will stick fast to other magnetized metal items, and non-magnetized ferrous metal items will cling until pulled free.
- 7: Unless a saving throw versus paralyzation is made, the subject creature will be paralyzed for 5-20 rounds.
- 8: The subject creature will be turned to stone unless a saving throw versus petrification is made, and even if the save is made, the subject will be slowed for 2-8 rounds (cf. *slow* spell).
- 9: The subject creature will die unless a successful saving throw versus death magic is made, and even if a save is made, the subject will be paralyzed for 2-5 rounds.

The material component of the spell is a gem of the appropriate hue, or else a clear crystal one (such as a diamond). The gem can be as small (in value) as 50 gold pieces as long as its color is appropriate.

ILLUSIONIST SPELLS, 1ST LEVEL

Color Spray (Alteration)

Level: 1
Range: 1"/level
Duration: 1 segment
Area of Effect: 1/2" X 2" X 2" wedge
Components: V,S,M
Casting Time: 1 segment
Saving Throw: Special

Explanation/Description: Upon casting this spell, the illusionist causes a vivid fan-shaped spray of clashing colors to spring forth from his or her hand. From 1 to 6 creatures within the area of effect can be affected. The spell caster is able to affect 1 level or hit die of creatures for each of his or her levels of experience. Affected creatures are struck unconscious for 2 to 8 rounds if their level is less than or equal to that of the spell caster; they are blinded for 1 to 4 rounds if their level or number of hit dice is 1 or 2 greater than the illusionist; and they are stunned (cf. power word, *stun*, seventh level magic-user spell) for 2 to 8 segments if their level or number of hit dice is 3 or more greater than the spell caster. All creatures above the level of the spell caster and all creatures of 6th level or 6 hit dice are entitled to a saving throw versus the color spray spell. The material components of this spell are a pinch each of powder or sand colored red, yellow and blue.

Dancing Lights (Alteration)

Level: 1
Range: 4" + 1"/level
Duration: 2 rounds/level
Area of Effect: Special
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell is the same as the first level magic-user spell, *dancing lights* (q.v.).

Darkness (Alteration)

Level: 1
Range: 1"/level
Duration: 2-8 rounds + 1 round/level
Area of Effect: 15' radius globe
Components: V,S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the second level magic-user spell of darkness (q.v.).

Detect Illusion (Divination)

Level: 1
Range: Touch
Duration: 3 rounds + 2 rounds/level
Area of Effect: Line of sight 1" wide, 1"/level long
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: By means of this spell the illusionist is able to see an illusion and know it for exactly that. Note that it can be used to enable others to see illusions as unreal if the spell caster touches the creature with both hands and the creature looks at the illusion while so touched. The material component is a piece of yellow tinted crystal, glass, or mica.

Detect Invisibility (Divination)

Level: 1
Range: 1"/level
Duration: 5 rounds/level
Area of Effect: 1" path
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the second level magic-user spell, *detect invisibility* (q.v.).

Gaze Reflection (Alteration)

Level: 1
Range: 0
Duration: 1 round
Area of Effect: Special
Components: V,S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: The gaze reflection spell creates a mirror-like area of air before the illusionist. Any gaze attack, such as that of a basilisk or a medusa, will be reflected back upon the gazer if it looks upon the spell caster.

Hypnotism (Enchantment/Charm)

Level: 1
Range: 3"
Duration: 1 round + 1 round/level
Area of Effect: One to six creatures
Components: V,S
Casting Time: 1 segment
Saving Throw: Neg.

Explanation/Description: The gestures of the illusionist, along with his or her droning incantation, cause from 1 to 6 creatures to become susceptible to suggestion (see the third level magic-user suggestion spell). The suggestion must be given after the hypnotism spell is cast, and until that time the success of the spell is unknown. Note that the subsequent suggestion is not a spell, but simply a vocalized urging. Creatures which make their saving throw are not under hypnotic influence.

Light (Alteration)

Level: 1
Range: 6"
Duration: 1 turn/level
Area of Effect: 2" radius globe
Components: V,S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell is the same as the first level magic-user light spell (q.v.) (cf. first level cleric light spell.)

Phantom Armor (Alteration/Illusion)

Level: 1
Range: Touch
Duration: Special
Area of Effect: One person
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When this spell is cast, the illusionist creates a quasi-real suit of plate mail. This semi-illusory material covers the subject and actually gives some real protection unless the opponent actively disbelieves in the armor (saves versus spell), or else a *dispel illusion* or *dispel magic* spell is cast upon it, or a *wand of negation* affects it. Until gone, or disbelieved, the armor protects the wearer as if he or she were in plate mail (AC 3, and armor type 3 as well). For each level of the spell caster, the phantom armor will absorb 1 point of damage delivered by a blow which would otherwise hit armor class 3. When the phantom armor has absorbed as many points of damage as the spell caster has levels of experience, it is dispelled and vanishes. Any remaining and all additional damage accrues to the person. Additionally, phantom armor allows a bonus of +1 on saving throws versus all attack forms which would be similarly modified by magic armor. The dweomer in no way affects the movement or spell-casting abilities of the wearer. It is not subject to rust monster attack (and such may enhance disbelief). The spell will not function with any other form of magical protection. The material component is a small plate of mithral (10 gp value) which disappears when the spell is cast.

Phantasmal Force (Illusion/Phantasm)

Level: 1
 Range: 6" + 1"/level
 Duration: Special
 Area of Effect: 4 square" + 1" square/level

Components: V,S,M
 Casting Time: 1 segment
 Saving Throw: Special

Explanation/Description: Except as noted above, this spell is the same as the third level magic-user spell, *phantasmal force* (q.v.).

Read Illusionist Magic (Divination) Reversible

Level: 1
 Range: 0
 Duration: 2 rounds/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: This spell is the same as the 1st level magic-user spell *read magic*, except that it applies only to spells usable by and used by illusionists, as well as to various other inscriptions written in illusionist-type magic script by illusionists.

Spook (Illusion/Phantasm)

Level: 1
 Range: 0
 Duration: Special
 Area of Effect: One creature within 1" of the illusionist

Components: V, S
 Casting Time: 1 segment
 Saving Throw: Neg.

Explanation/Description: A *spook* spell enables the illusionist to play upon natural fears to cause the subject creature to perceive the spell caster as someone or something inimical. Without actually knowing what this is, the illusionist merely advances threateningly upon the subject, and if a successful saving throw versus spell is not made, the creature will react by rapidly turning and fleeing in as opposite a direction from the illusionist as possible (effects as a *wand of fear*, though items carried are not dropped). Although the spell caster does not actually pursue the fleeing creature, a phantasm from its own mind will do so. However, each round after the initial casting of the *spook* spell the creature is entitled to another saving throw, and each such saving throw is at a cumulative +1 per round, until the subject successfully saves versus spell and the spell is broken. In any event, the spell will function only against creatures with intelligence of not less than 1.

Wall Of Fog (Alteration)

Level: 1
 Range: 3"
 Duration: 2-8 rounds + 1 round/level
 Area of Effect: Special

Components: V,S,M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: By casting this spell, the illusionist creates a wall of misty vapors in whatever area within the spell range he or she desires. The wall of fog obscures all sight, normal and/or infravision, beyond 2'. The area of effect is a cube of 2' per side per level of experience of the spell caster. The misty vapors persist for 3 or more rounds unless blown away by a strong breeze (cf. *gust of wind*). The material component is a pinch of split dried peas.

**Second Level Spells:****Alter Self (Alteration/Illusion)**

Level: 2
 Range: 0
 Duration: 3-12 rounds + 2/level
 Area of effect: The illusionist

Components: V, S
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: When this spell is cast the illusionist is able to alter himself or herself in a manner similar to a *change self* spell. However, *alter self* enables the caster to effect a quasi-real change, so that size can be altered by 50% of actual. If the form selected has wings, the illusionist can actually fly, but only at one-quarter the rate of speed of a true creature of that type, and with a loss of two Maneuverability Classes (to a minimum of "E"). If the form has gills, he can breathe underwater as long as the spell lasts. Using *alter self* to change into a larger creature does not permit additional attacks or damage unless the illusionist is accustomed to this form.

Blindness (Illusion/Phantasm)

Level: 2
 Range: 3"
 Duration: Special
 Area of Effect: One creature

Components: V
 Casting Time: 2 segments
 Saving Throw: Neg.

Explanation/Description: The *blindness* spell causes the recipient creature to become blind and able to see only a grayness before its eyes. Various cure spells will not remove this effect, and only a *dispel magic* or the spell caster can do away with the blindness if the creature fails its initial saving throw versus the spell.

Blur (Illusion/Phantasm)

Level: 2
 Range: 0
 Duration: 3 rounds + 1 round/level
 Area of Effect: The illusionist

Components: V,S
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: When a *blur* spell is cast, the illusionist causes the outline of his or her form to become blurred, shifting and wavy. This distortion causes all missile and melee combat attacks to be made at -4 on the first attempt and -2 on all successive attacks. It also allows a +1 on the saving throw die roll for any direct magical attack.

Deafness (Illusion/Phantasm)

Level: 2
 Range: 6"
 Duration: Special
 Area of Effect: One creature

Components: V,S,M
 Casting Time: 2 segments
 Saving Throw: Neg.

Explanation/Description: The *deafness* spell causes the recipient creature to become totally deaf and unable to hear any sounds (cf. *blindness*). This deafness can be done away with only by means of a *dispel magic* or by the spell caster. The victim is allowed a saving throw. The material component of the spell is beeswax.

Detect Magic (Divination)

Level: 2
 Range: 0
 Duration: 2 rounds/level
 Area of Effect: 1" path, 6" long

Components: V,S
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: This spell is similar to the first level cleric and the first level magic-user spell, *detect magic* (qq.v.).

ILLUSIONIST SPELLS, 2ND LEVEL

Fascinate (Illusion/Phantasm)

Level: 2
Range: 3"
Duration: *Special*
Area of Effect: *One creature*

Components: V, S
Casting Time: 2 segments
Saving Throw: *Neg.*

Explanation/Description: By means of this spell the illusionist attempts to captivate the subject creature's attention and gain its love, friendship, and/or obedience. The spell creates an illusion around the spell caster so that he or she becomes, in the eyes of the subject, a trusted and/or desired companion. Unless a saving throw versus spell is successful, the subject will follow the illusionist wherever he or she goes, if possible without undue risk to life and safety. If the illusionist is able to converse with the *fascinated* creature, the subject will obey requests from the spell caster as long as a roll of 3d6 per request does not exceed the comeliness of the illusionist. (Requests which are obviously against the better interests of the creature add +1 to the dice roll, and the more hazardous and unreasonable of these requests will add from +2 to +6 to the dice roll.) The spell is shattered whenever comeliness is exceeded, and the subject will certainly be filled with rage and hate. Creatures of normal sort with animal intelligence will remain *fascinated* for only a short period of time (1-4 days), but if the illusionist has been careful to treat the subject well, attend to its needs, and feed it, there is a 2% chance per point of comeliness of the illusionist that the subject will willingly choose to befriend and follow him or her. Otherwise, the creature will attack (if it was not cared for) or leave (if it was cared for) when the spell wears off. Non-intelligent creatures are not subject to a *fascinate* spell (cf. *charm person*).

Fog Cloud (Alteration)

Level: 2
Range: 1"
Duration: 4 rounds + 1 round/level
Area of Effect: 4" wide, 2" high, 2" deep cloud

Components: V, S
Casting Time: 2 segments
Saving Throw: *None*

Explanation/Description: The fog cloud is a billowing mass of misty vapors which is of similar appearance to a *cloudkill* (q.v.), the fog being greenish. The spell caster creates the fog cloud and it moves away from him or her at a 1" per round rate. Although it behaves in most respects just as if it were a *cloudkill*, the only effect of the fog is to obscure vision, just as a wall of fog does.

Hypnotic Pattern (Illusion/Phantasm)

Level: 2
Range: 0
Duration: *Special*
Area of Effect: 3" × 3" square area

Components: S, M
Casting Time: 2 segments
Saving Throw: *Neg.*

Explanation/Description: When this spell is cast the illusionist creates a weaving, turning pattern of subtle colors in the air. This *hypnotic pattern* will cause any creature looking at it to become fascinated and stand gazing at it as long as the spell caster continues to maintain the shifting interplay of glowing lines. Note that the spell can captivate a maximum of 24 levels, or hit dice, of creatures, i.e. 24 creatures with 1 hit die each, 12 with 2 hit dice, etc. All creatures affected must be within the area of effect, and each is entitled to a saving throw. The illusionist need not utter a sound, but he or she must gesture appropriately while holding a glowing stick of incense or a crystal rod filled with phosphorescent material.

Improved Phantasmal Force (Illusion/Phantasm)

Level: 2
Range: 6" + 1"/level
Duration: *Special*
Area of Effect: 4 square" + 1" square/level

Components: V, S, M
Casting Time: 2 segments
Saving Throw: *Special*

Explanation/Description: Except as noted above, and as detailed hereafter, this spell is the same as the third level magic-user *phantasmal force* spell (q.v.). The spell caster can maintain the illusion with minimal concentration, i.e. he or she can move at half normal speed (but not cast other spells). Some minor sounds are included in the effects of the spell, but not understandable speech. Also, by concentration on the form of the phantasm, the *improved phantasmal force* will continue for 2 rounds after the illusionist ceases to concentrate upon the spell.

Invisibility (Illusion/Phantasm)

Level: 2
Range: Touch
Duration: *Special*
Area of Effect: *Creature touched*

Components: V, S
Casting Time: 2 segments
Saving Throw: *None*

Explanation/Description: Except as noted above, this spell is the same as the second level magic-user spell, *invisibility* (q.v.).

Magic Mouth (Alteration)

Level: 2
Range: *Special*
Duration: *Special*
Area of Effect: *One object*

Components: V, S, M
Casting Time: 2 segments
Saving Throw: *None*

Explanation/Description: This spell is the same as the second level magic-user *magic mouth* spell (q.v.).

Mirror Image (Illusion/Phantasm)

Level: 2
Range: 0
Duration: 3 rounds/level
Area of Effect: 6' radius of spell caster

Components: V, S
Casting Time: 2 segments
Saving Throw: *None*

Explanation/Description: Except as noted above, and except for the fact that there are 2-5 (d4 + 1) *mirror images* created, this spell is the same as the second level magic-user spell, *mirror image* (q.v.).

Misdirection (Illusion/Phantasm)

Level: 2
Range: 3"
Duration: 1 round/level
Area of Effect: *Special*

Components: V, S
Casting Time: 2 segments
Saving Throw: *Neg.*

Explanation/Description: By means of this spell the illusionist *misdirects* the information from a detection-type spell, i.e. *detect charm*, *detect evil*, *detect invisibility*, *detect lie*, *detect magic*, and *detect snares & pits*. While the detection spell functions, the information it reveals will indicate the wrong area, creature, or the opposite of the truth with respect to *detect evil* or *detect lie*. The illusionist directs the spell effect upon the creature or item which is the object of the detection spell. If the caster of the detection-type spell fails his or her saving throw, the *misdirection* takes place.

Ultravision (Alteration)

Level: 2
Range: Touch
Duration: 6 turns + 1/level
Area of Effect: *Creature touched*

Components: V, S, M
Casting Time: 2 segments
Saving Throw: *None*

Explanation/Description: Except as noted above, this spell is essentially the same as the 4th-level magic-user spell of the same name. Note additionally that creatures with high intelligence might be able to *detect invisible* creatures by the use of ultravision, either natural or magically bestowed. The required material component for the illusionist version of this spell is a powdered essence of carrots.

Ventriloquism (Illusion/Phantasm)

Level: 2
Range: 1"/level, Maximum 9"
Duration: 4 rounds + 1 round/level
Area of Effect: *One object*

Components: V, M
Casting Time: 2 segments
Saving Throw: *None*

Explanation/Description: Except as noted above, this spell is the same as the first level magic-user spell, *ventriloquism* (q.v.).

Whispering Wind (Alteration/Phantasm)

Level: 2
Range: *Special*
Duration: *Special*
Area of Effect: 2' radius

Components: V, S
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: By means of this spell the illusionist is able to either send a message or cause some desired sound effect. The *whispering wind* can be prepared so as to travel as many tens of feet underground or miles above ground as the spell caster has levels of experience. Thus, a 3rd-level illusionist could send the spell wafting 30' in a dungeon or as far as three miles outdoors. The *whispering wind* will be as gentle and unnoticed as a zephyr until it reaches the desired objective of the spell caster. It then delivers its whisper-quiet message or other sound for a duration of up to two segments. The dweomer then fades and vanishes — as it will do if the subject is beyond range, or more than two hours of time have elapsed, or it is magically dispelled. The illusionist can prepare the spell to bear a message of up to 12 words, cause the spell to deliver other sounds for 12 seconds, or merely have the *whispering wind* seem to be a faint stirring of the air which has a susurrant sound. He or she can likewise cause the *whispering wind* to move as slowly as 1" per round or as quickly as 20" (or any rate in between). When the spell reaches its objective, it swirls and remains for the full two segments, regardless of its speed otherwise. As with the *magic mouth* spell, no spells may be cast through the *whispering wind*.

Third Level Spells:**Continual Darkness** (Alteration)

Level: 3
Range: 6"
Duration: *Permanent*
Area of Effect: 3' radius globe

Components: V, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When this spell is cast, a globe of impenetrable darkness is created. The effects of this darkness, as well as the material component of the spell, are the same as the second level magic-user spell, *darkness*, 15' radius (cf. *continual light*).

Continual Light (Alteration)

Level: 3
Range: 6"
Duration: *Permanent*
Area of Effect: 6' radius globe

Components: V, S
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: This spell is the same as the second level cleric *continual light* spell (q.v.), except as noted above.

Delude (Alteration)

Level: 3
Range: 0
Duration: 1 turn/level
Area of Effect: *The illusionist*

Components: V, S
Casting Time: 3 segments
Saving Throw: *Neg.*

Explanation/Description: By means of a *delude* spell, the illusionist is able to replace the aura of his or her own alignment with that of any other creature within a 3" radius, although the creature must be of higher than animal intelligence for the aura exchange to work. The target creature retains his or her original alignment. Any attempt to *know alignment* will discover only the aura (alignment) which the illusionist has opted to assume. A *detect good* or *detect evil* will detect this only of the substituted creature's aura. The creature whose aura has been copied will radiate magic, but the illusionist will radiate magic only to the creature whose aura has been exchanged. If *delude* is used in conjunction with a *change self* or *alter self* spell, the actual class of the illusionist will be totally hidden, and he or she will absolutely appear to be whatever class he or she has chosen to appear as, for a saving throw (versus spell) applies only to the aura transfer.

Dispel Illusion (Abjuration)

Level: 3
Range: 1"/level
Duration: *Permanent*
Area of Effect: *Special*

Components: V, S
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: By means of this spell, the spell caster can dispel any phantasmal force — with or without *audible glamor* — cast by a non-illusionist; and the spell has the same chance of dispelling any illusion/phantasm spells of another illusionist as a *dispel magic* spell (q.v.) does, i.e. 50% base chance adjusted by 2% downward, or 5% upward, for each level of experience lesser/greater of the illusionist casting the *dispel illusion* compared to the illusionist casting the spell to be dispelled.

Fear (Illusion/Phantasm)

Level: 3
Range: 0
Duration: *Special*
Area of Effect: 6" long cone, 3" diameter at end, 1/2" at base

Components: V, S
Casting Time: 3 segments
Saving Throw: *Neg.*

Explanation/Description: Except as noted above, this spell is the same as the fourth level magic-user spell, *fear* (q.v.).

Hallucinatory Terrain (Illusion/Phantasm)

Level: 3
Range: 2" + 2"/level
Duration: *Special*
Area of Effect: 4" X 4" square area + 1" X 1" square area/level

Components: V, S, M
Casting Time: 5 rounds
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the fourth level magic-user *hallucinatory terrain* spell (q.v.).

Illusionary Script (Illusion/Phantasm)

Level: 3
Range: *Special*
Duration: *Permanent*
Area of Effect: *Creature reading the script*

Components: V, S, M
Casting Time: *Special*
Saving Throw: None

Explanation/Description: This spell enables the illusionist to write instructions or other information on parchment, paper, skin, etc. The *illusionary script* appears to be some form of foreign or magical writing. Only the person (or class of persons or whatever) whom the illusionist desires to read the writing will be able to do so, although another illusionist will recognize it for *illusionary script*. Others attempting to read it will become confused as from a *confusion* spell (q.v.) for 5 to 20 turns, minus 1 turn for each level of experience he or she has attained. The material component of the spell is a lead-based ink which requires special manufacture by an alchemist.

Invisibility, 10' Radius (Illusion/Phantasm)

Level: 3
Range: *Touch*
Duration: *Special*
Area of Effect: 10' radius of creature touched

Components: V, S
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the third level magic-user spell, *invisibility*, 10' radius (q.v.). See also the second level magic-user spell, *invisibility*.



ILLUSIONIST SPELLS, 3RD LEVEL

Non-detection (Abjuration)

Level: 3
Range: 0
Duration: 1 turn/level
Area of Effect: 5' radius of spell caster

Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: By casting this spell, the illusionist makes himself or herself invisible to divination spells such as *clairaudience*, *clairvoyance*, "detects", and ESP. It also prevents location by such magic items as *crystal balls* and *ESP medallions*. The material component of the spell is a pinch of diamond dust.

Paralyzation (Illusion/Phantasm)

Level: 3
Range: 1"/level
Duration: Special
Area of Effect: 2" X 2" area

Components: V,S
Casting Time: 3 segments
Saving Throw: Neg.

Explanation/Description: The *paralyzation* spell enables the spell caster to create illusory muscle slowdown in creatures whose combined hit dice do not exceed twice the total level of experience of the illusionist. If the recipient creatures fail their saving throws, they become paralyzed, and a *dispel illusion* or *dispel magic* spell must be used to remove the effect, or the illusionist may *dispel* it at any time he or she desires.

Phantom Steed (Conjuration/Phantasm)

Level: 3
Range: Touch
Duration: 6 turns/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When this spell is cast the illusionist creates a quasi-real, horse-like creature. This creature can be ridden only by the illusionist who created it, or by any person for whom the illusionist creates such a mount specifically. All *phantom steeds* have black heads and bodies with gray manes and tails, and smoke-colored, insubstantial hooves which make no sound. Their eyes are milky-colored. They do not fight, but all normal animals shun them, so only monstrous ones will attack. If more than 12 points of damage accrue to such a mount, the *dweomer* is dispelled and the *phantom steed* disappears. A *phantom steed* moves at a maximum rate of 4" per level of the spell caster. It has what seems to be a saddle and a bit and bridle, but it can not carry saddlebags and the like — only its rider and what he or she carries. These mounts gain certain powers according to the level of the illusionist who created them:

8th level: Ability to pass over sandy, muddy, or even swampy ground without difficulty.

10th level: Ability to pass over water as if it were firm, dry ground.

12th level: Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount can not casually take off and fly.

14th level: Ability to perform as if it were a pegasus.

Phantom Wind (Alteration/Phantasm)

Level: 3
Range: 1"/level
Duration: 1 round/level
Area of Effect: 1" broad path

Components: V, S
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: When this spell is employed, the illusionist creates a wind which cannot be seen or felt. This movement of air does, however, serve to blow light objects before it, flutter curtains or drapes, flap loose clothing (such as capes, cloaks, and mantles), fan fires, and move clouds of gaseous materials (such as a *wall of fog*, a *fog cloud*, a *cloudkill* cloud, etc.). The wind created moves in the direction in which the illusionist points, its effects being felt in a progressively longer path as the spell continues, at a movement rate of 1" per round, with the effects lasting the entire course of the path. Thus, the spell could, for example, be employed to move several sailed vessels, but the first affected by the wind would also be the one to move the farthest.

Rope Trick (Alteration)

Level: 3
Range: Touch
Duration: 2 turns/level
Area of Effect: Special

Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: This spell is the same as the second level magic-user spell, *rope trick* (q.v.).

Spectral Force (Illusion/Phantasm)

Level: 3
Range: 6" + 1"/level
Duration: Special
Area of Effect: 4 square" + 1 square/level

Components: V,S,M
Casting Time: 3 segments
Saving Throw: Special

Explanation/Description: The *spectral force* spell creates an illusion in which sound, smell and thermal illusions are included. It is otherwise similar to the second level *improved phantasmal force* spell (q.v.). The spell will last for 3 rounds after concentration.

Suggestion (Enchantment/Charm)

Level: 3
Range: 3"
Duration: 4 turns + 4 turns/level
Area of Effect: One creature

Components: V,M
Casting Time: 3 segments
Saving Throw: Neg.

Explanation/Description: Except as noted above, this spell is the same as the third level magic-user spell, *suggestion* (q.v.).

Wraithform (Alteration/Illusion)

Level: 3
Range: 0
Duration: 2 rounds/level
Area of Effect: The illusionist

Components: S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When this spell is cast, the illusionist and all of his or her gear become insubstantial. The caster can be hit only by magic weapons of +1 or better, or by creatures otherwise able to affect those struck only by magic weapons. Undead of most sorts will ignore an individual in *wraithform*, believing him or her to be a wraith or spectre, though a lich or "special" undead may save versus spell at -4 to recognize the *dweomer*. The illusionist will be able to pass through small holes or narrow openings, even mere cracks, with all he or she wears or holds in his or her hands, as long as the spell persists. No form of attack is possible when in *wraithform*, except against creatures which exist on the Ethereal Plane, where all attacks (both ways) are normal. *Dispel illusion* and *dispel magic* are the only ways to force an illusionist in *wraithform* back to normal form. The spell caster can return to normal form at will, but this ends the spell effect. The material components for this spell are a bit of gauze and a wisp of smoke.

Fourth Level Spells:**Confusion** (Enchantment/Charm)

Level: 4
Range: 8"
Duration: 1 round/level
Area of Effect: Up to 4" X 4"
Components: V,S,M
Casting Time: 4 segments
Saving Throw: Special

Explanation/Description: Except as noted above, this spell is the same as the fourth level magic-user confusion spell (q.v.). See also the seventh level druid confusion spell.

Dispel Exhaustion (Illusion/Phantasm)

Level: 4
Range: Touch
Duration: 3 turns/level
Area of Effect: 1 to 4 persons
Components: V,S
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: By means of this spell, the illusionist is able to restore 50% of lost hit points to all persons (humans, demi-humans and humanoids) he or she touches during the round it is cast, subject to a maximum of four persons. The spell gives the illusion to the person touched that he or she is fresh and well. Stamina is renewed, but when the spell duration expires, the recipient drops back to their actual hit point strength. The spell will allow recipients to move at double speed for 1 round every turn (cf. haste spell).

Dispel Magic (Abjuration)

Level: 4
Range: 9"
Duration: Permanent
Area of Effect: 3" cube
Components: V, S
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: This spell is essentially identical to the 3rd-level clerical spell of the same name. An illusionist casts the spell as if he or she were two levels below actual, i.e. a 9th-level illusionist casts a dispel magic as if he or she were of 7th level.

Emotion (Enchantment/Charm)

Level: 4
Range: 1"/level
Duration: Special
Area of Effect: 4" X 4" area
Components: V,S
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: When this spell is cast, the illusionist can project his or her choice of 1 of the following 4 emotions:

1. **Fear:** This is the same as the spell of the same name, but as it is not illusionary, the saving throw is made at -2. It counters/is countered by rage.
2. **Hate:** The effect of hate is to raise morale, saving throw dice, "to hit" dice, and damage done by +2. It counters/is countered by hopelessness.
3. **Hopelessness:** This has the same effect as the hopelessness symbol. It counters/is countered by hate.
4. **Rage:** The rage emotion causes the recipient to become berserk, attack at a +1 on the "to hit" dice, do +3 hit points of damage, and gives a temporary +5 hit points to the enraged creature. The recipient will fight without shield, and regardless of life as well. It counters/is countered by fear.

The spell lasts as long as the illusionist continues to concentrate on projecting the chosen emotion.

Improved Invisibility (Illusion/Phantasm)

Level: 4
Range: Touch
Duration: 4 rounds + 1 round/level
Area of Effect: Creature touched
Components: V,S
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: This spell is similar to invisibility, but the recipient is able to attack, either by missile discharge, melee combat, or spell casting and remain unseen. Note, however, that there are sometimes telltale traces, a shimmering, so that an observant opponent can attack the invisible spell recipient. Such attacks are at -4 on the "to hit" dice, and all saving throws are made at +4.

Massmorph (Illusion/Phantasm)

Level: 4
Range: 1"/level
Duration: Special
Area of Effect: 1" X 1" square/level
Components: V,S
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the fourth level magic-user spell, massmorph (q.v.).

**Minor Creation** (Alteration)

Level: 4
Range: Touch
Duration: 6 turns/level
Area of Effect: Special
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell enables the illusionist to create an item of non-living, vegetable nature, i.e. soft goods, rope, wood, etc. The item created cannot exceed 1 cubic foot per level of the spell caster in volume. (Cf. **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL, Djinni.**) Note the limits of the spell's duration. The spell caster must have at least a tiny piece of matter of the same type of item he or she plans to create by means of the minor creation spell, i.e. a bit of twisted hemp to create rope, a splinter of wood to create a door, and so forth.



ILLUSIONIST SPELLS, 4TH LEVEL

Phantasmal Killer (Illusion/Phantasm)

Level: 4
Range: 1/2"/level
Duration: 1 round/level
Area of Effect: One creature

Components: V,S
Casting Time: 4 segments
Saving Throw: Special

Explanation/Description: When this spell is cast, the illusionist creates the illusion of the most fearsome thing imagined, simply by forming the fears of the subject creature's subconscious mind into something which its conscious mind can visualize — the most horrible beast. Only the spell caster and the spell recipient can see the phantasmal killer, but if it succeeds in scoring a hit, the victim dies (from fright). The beast attacks as a 4 hit dice monster with respect to its victim. It is invulnerable to all attacks, and it can pass through any barriers, for it exists only in the beholder's mind. The only defense against a phantasmal killer is an attempt to disbelieve, which can be tried but once, or slaying or rendering unconscious the illusionist who cast the spell. Note that the saving throw against this spell is not standard. The subject must roll three six-sided dice (3d6) and score a sum equal to or less than its intelligence ability score in order to disbelieve the apparition. The dice score is modified as follows:

Condition	Modifier*
Complete surprise	+2
Surprise	+1
Subject previously attacked by this spell	-1 per previous attack
Subject is an illusionist	-2
Subject is wearing a helm of telepathy	-3 plus the ability to turn the phantasmal killer upon its creator if disbelieved

*Note that magic resistance and wisdom factors also apply, magic resistance being checked first to determine spell operation (or -1 to -5 on dice if spell resistance is as that of a dwarf, gnome, etc.), and then wisdom bonus applies as a minus to the dice roll to match or score less than intelligence.

If the subject of the attack by a phantasmal killer succeeds in disbelieving and is wearing a helm of telepathy, the beast can be turned upon the illusionist, and then he or she must disbelieve it or be subject to its attack and possible effects.

Rainbow Pattern (Alteration/Phantasm)

Level: 4
Range: 1"
Duration: Special
Area of Effect: 3" x 3" square area

Components: S, M
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: By means of this spell the illusionist creates a pastel, glowing, rainbow-hued band of interplaying patterns. The effect is the same as a hypnotic pattern spell. However, once the rainbow pattern is cast, the illusionist need only gesture in the direction he or she desires, and the pattern of colors will move slowly off that direction, at the rate of 3" per round. It will persist without further attention from the spell caster for 1-3 rounds, and all creatures (up to 24 levels or hit dice) subject to the dweomer will follow the moving rainbow of light. If the pattern leads its targets into a dangerous area (through flame, off a cliff), allow a second saving throw. If the view of the lights is completely blocked (by an obscurement spell, for instance), the spell is negated. The material components for the spell are a crystal prism and a piece of phosphor.



Shadow Monsters (Illusion/Phantasm)

Level: 4
Range: 3"
Duration: 1 round/level
Area of Effect: 2" X 2"

Components: V,S
Casting time: 4 segments
Saving Throw: Special

Explanation/Description: The shadow monsters spell enables the illusionist to create semi-real phantasms of one or more monsters. The total hit dice of the shadow monster or monsters thus created cannot exceed the level of experience of the illusionist; thus a 10th level illusionist can create one creature which has 10 hit dice (in normal circumstances), two which have 5 hit dice (normally), etc. All shadow monsters created by one spell must be of the same sort, i.e. hobgoblins, orcs, spectres, etc. They have 20% of the hit points they would normally have. To determine this, roll the appropriate hit dice and multiply by .20, any score less than .4 is dropped — in the case of monsters with one (or fewer) hit dice, this indicates the monster was not successfully created — and scores of .4 or greater are rounded up to one hit point. If the creature or creatures viewing the shadow monsters fail their saving throw and believe the illusion, the shadow monsters perform as normal with respect to armor class and attack forms. If the viewer or viewers make their saving throws, the shadow monsters are armor class 10 and do only 20% of normal melee damage (biting, clawing, weapon, etc.), dropping fractional damage less than .4 as done with hit points. Example: A shadow monster dragonne attacks a person knowing it is only quasi-real. The monster strikes with 2 claw attacks and 1 bite, hitting as a 9 die monster. All 3 attacks hit, and the normal damage dice are rolled: d8 scored 5, d8 scores 8, 3d6 scores 11 and each total is multiplied by .2 (.2 X 5 = 1, .2 X 8 = 1.6 = 2, .2 X 11 = 2.2 = 2) and 5 hit points of real damage are scored upon the victim.

Solid Fog (Alteration)

Level: 4
Range: 3"
Duration: 2-8 rounds + 1/level
Area of Effect: 2 cubic " per level of caster

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: When this spell is cast, the illusionist creates an area of fog similar to the effect of a wall of fog spell. However, while these rolling, billowing vapors conform to a wall of fog in most respects, only a very strong wind can move them, and any creature attempting to move through the solid fog will progress at a rate of but 1' per 1" of normal movement rate per round. A gust of wind spell cannot affect it. A fireball, flame strike, or a wall of fire will burn it away in a single round. The material components for the spell are a pinch of dried, powdered peas combined with powdered animal hoof.

Vacancy (Alteration/Phantasm)

Level: 4
Range: 1"/level
Duration: 1 turn/level
Area of Effect: 1" radius per level of caster

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: When a vacancy spell is cast, the illusionist causes an area to appear to be vacant, neglected, and unused. Those who behold the area will see dust on the floor, cobwebs, dirt, or any other condition which would be typical of a long-abandoned place. If they pass through the area of spell effect, they will seemingly leave tracks, tear away cobwebs, and so on. Unless they actually contact some object cloaked by the spell, the place will seem empty of what it actually contains. Merely brushing some invisible object will not cause the vacancy spell to be disturbed, and only forceful contact will allow any chance to note that all is not as it seems. The spell is a very powerful combination of advanced invisibility/illusion, but it can cloak only non-living things. Living things will not be invisible, but their presence does not otherwise disturb the spell. If forceful contact with a cloaked object occurs, those creatures subject to the dweomer will be able to penetrate the spell only if they discover several items which they cannot "see"; each is then entitled a saving throw versus spell. Failure indicates a belief that the objects only are invisible. A dispel illusion or dispel magic spell will remove the dweomer, so that the actual area can be viewed as it is in reality. True seeing, a gem of seeing,

and similar effects can penetrate the deception, but *detect invisibility* cannot. The illusionist must have a square of finest black silk to effect this spell. This material component must be of not less than 100 gp value.

Fifth Level Spells:

Advanced Illusion (Illusion/Phantasm)

Level: 5
Range: 6" + 1"/level
Duration: 1 round/level
Area of Effect: 4 square " + 1 square " per level

Components: V, S, M
Casting Time: 5 segments
Saving Throw: *Special*

Explanation/Description: This spell is essentially a *spectral forces* spell which operates through a program (similar to a *programmed illusion* spell) determined by the caster. It is thus unnecessary for the illusionist to concentrate on the spell for longer than 5 segments after casting it, as the program has then been started and will continue. The illusion has visual, full audial, olfactory, and thermal components. If any viewer actively attempts to disbelieve the dweomer, then he or she gains a saving throw versus spell. If any viewer successfully disbelieves and communicates this fact to other viewers able to comprehend the communication, each such viewer gains a saving throw versus spell with a +4 bonus. The material components are a bit of fleece and several grains of sand.

Cheos (Enchantment/Charm)

Level: 5
Range: 1/2"/level
Duration: 1 round/level
Area of Effect: up to 4" X 4"

Components: V, S, M
Casting Time: 5 segments
Saving Throw: *Special*

Explanation/Description: This spell is similar to the seventh level druid *confusion* spell (q.v.), but all creatures in the area of effect are confused for the duration of the spell. Only fighters other than paladins or rangers and illusionists are able to combat the spell effects and are thus allowed a saving throw. Similarly, monsters which do not employ magic and have intelligences of 4 (semi-intelligent) or less are entitled to saving throws.

The material component for this spell is a small disc of bronze and a small rod of iron.

Demi-Shadow Monsters (Illusion/Phantasm)

Level: 5
Range: 3"
Duration: 1 round/level
Area of Effect: 2" X 2"

Components: V, S
Casting Time: 5 segments
Saving Throw: *Special*

Explanation/Description: This spell is similar to the fourth level spell, *shadow monsters*, except that the monsters created are of 40% hit points. Damage potential is 40% of normal, and they are armor class 8.



Dream (Alteration - Illusion/Phantasm)

Level: 5
Range: *Special*
Duration: *Special*
Area of Effect: *Special*

Components: *Special*
Casting Time: 1 day
Saving Throw: *Neg.*

Explanation/Description: A *dream* spell is a form of *limited wish*, but it has far more limited scope. The illusionist must actually find a comfortable place to rest, lie prone, compose his or her thoughts so as to concentrate upon the desired result, and then go to sleep. If he or she has an undisturbed sleep of not less than 8 hours duration, the *dream* magic will be effectuated 1 to 12 hours thereafter. Typical things which can be brought about by a *dream* are:

- Recovery of an individual's lost hit points
- Restoration of a body member such as a hand or foot
- Success in locating some object not heavily guarded by magic wards and protections
- Discovery of a means of ingress or egress
- Location of a safe path through a wilderness
- Improvement of chances for gaining a rich treasure
- Approximate strength of enemy/opponent forces. Note: If a creature scried by this effect has 7 + or more hit dice, it may make a saving throw versus spell. If successful, it will be undetected by the *dream*, and might furthermore sense the illusionist as if *detecting invisible*.

It must be noted that a *dream* is not an ultra-powerful spell, and the results of its casting must be strictly limited. The guide given above denotes the maximum capability of the casting of a *dream* spell. Results will never exceed these parameters on a permanent basis. If, for example, a dead companion, slain in a recent battle, were dreamed alive, he or she would remain living for but 1 turn per level of experience of the illusionist casting the spell. Thereafter, the dweomer would disappear, the companion would return to his or her previous state, and a more permanent form of magic would be needed to allow the lost individual to actually live fully again.

A *dream* cannot be affected by an *extension* or *permanency* spell. The illusionist can use this spell but once per week. If it is cast twice within the same week, the spell will absolutely fail the second time and the illusionist will age from 1-10 years.

Magic Mirror (Enchantment - Divination)

Level: 5
Range: *Touch*
Duration: 1 round/level
Area of Effect: *Special*

Components: V, S, M
Casting Time: 1 hour
Saving Throw: *None*

Explanation/Description: This spell is virtually the same as the 4th-level magic-user spell of the same name. It uses the same material components, except that if the illusionist casts a *vision* spell in place of the normal material components, the mirror will scry properly, although the *vision* spell will not function normally.

Major Creation (Alteration)

Level: 5
Range: 1"
Duration: 6 turns/level
Area of Effect: *Special*

Components: V, S, M
Casting Time: 1 turn
Saving Throw: *None*

Explanation/Description: This spell is comparable to a *minor creation* spell (q.v.) except that it allows the illusionist to create mineral objects. If vegetable objects are created, they have a duration of 12 turns per level of experience of the spell caster.

ILLUSIONIST SPELLS, 5TH LEVEL

Maze (Conjuration/Summoning)

Level: 5
Range: 1/2"/level
Duration: Special
Area of Effect: One Creature

Components: V,S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell, except as noted above, is the same as the eighth level magic-user maze spell (q.v.).

Projected Image (Alteration, Illusion/Phantasm)

Level: 5
Range: 1/4"/level
Area of Effect: Special

Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: Except as shown above, this spell is the same as the sixth level magic-user spell project image (q.v.).

Shadow Door (Illusion/Phantasm)

Level: 5
Range: 1"
Duration: 1 round/level
Area of Effect: Special

Components: S
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: By means of this spell, the illusionist creates the illusion of a door. The illusion also permits the illusionist to appear to step through this "door" and disappear, when in reality he or she has darted aside, and can then flee totally invisible for the spell duration. Creatures viewing this are deluded into seeing/entering an empty 10' X 10' room if they open the "door". Only a true seeing spell, a gem of seeing, or similar magical means will discover the illusionist.

Shadow Magic (Illusion/Phantasm)

Level: 5
Range: 5" + 1"/level
Duration: Special
Area of Effect: Special

Components: V,S
Casting Time: 5 segments
Saving Throw: Special

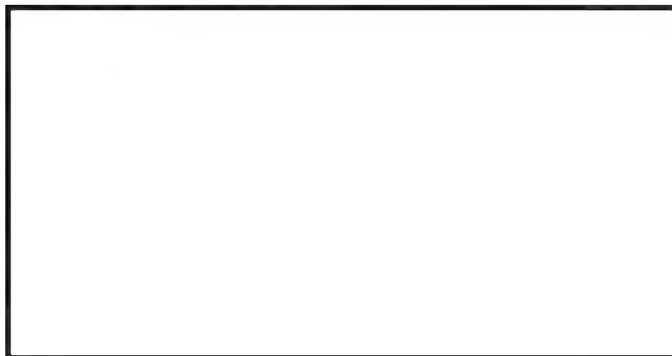
Explanation/Description: The shadow magic spell allows the illusionist to cast a quasi-real magic-user spell. This spell can be magic missile, fireball, lightning bolt, or cone of cold and will have normal effects upon creatures in the area of effect if they fail to make their saving throws. If saving throws are made, the shadow magic spell will inflict but 1 hit point of damage per level of experience of the illusionist casting it, regardless of which quasi-real spell was cast.

Summon Shadow (Conjuration/Summoning)

Level: 5
Range: 1"
Duration: 1 round + 1 round/level
Area of Effect: 1" X 1"

Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: When this spell is cast, the illusionist conjures up 1 shadow (see **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**) for every three levels of experience he or she has attained. These monsters are under the control of the spell caster and will attack his or her enemies on command. The shadows will remain until slain or turned or the spell duration expires. The material component for this spell is a bit of smoky quartz.



Tempus Fugit (Illusion/Phantasm) Reversible

Level: 5
Range: 0
Duration: 5 turns/level
Area of Effect: 1" radius

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This powerful illusion affects the minds and bodies of all those within the area of effect. The spell causes those affected to perceive the passage of time in a much faster manner. Those entering this area after the casting is completed are similarly affected. Every turn (10 minutes) spent under the *tempus fugit* spell seems like a full hour to those within its dweomer. Because of this, all functions of affected individuals are speeded up accordingly. They must eat, sleep, and so forth according to an accelerated rate. The duration of other spells cast within the *tempus fugit* area is also sped up accordingly. One hour is as six to them, four hours a full day. This acceleration of time allows rest, renewal of spells, and recovery of hit points lost.

If desired, the spell caster can reverse the spell so that time is slowed for the individuals: An hour will seem as only a turn, a day merely four hours. Reversal requires no special preparation. In either case, the illusionist is also affected by the spell. Under the reverse, the effects will always last at least one turn after the caster desires its dispelling, because his or her reactions are so greatly slowed.

Sixth Level Spells:

Conjure Animals (Conjuration/Summoning)

Level: 6
Range: 3"
Duration: 1 round/level
Area of Effect: Special

Components: V,S
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: Except as shown above, this spell is the same as the sixth level cleric spell, *conjure animals* (q.v.).

Death Fog (Alteration - Evocation)

Level: 6
Range: 3"
Duration: 1-4 rounds + 1/level
Area of Effect: 2 cubic " per level of caster

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: The casting of a *death fog* spell creates an area of *solid fog* which has the additional property of being highly acidic. The vapors are deadly to living things, so that vegetation exposed to them will die — grass and similar small plants in 2 rounds, bushes and shrubs in 4, small trees in 8, and large trees in 16 rounds. Animal life not immune to acid will suffer damage according to the length of time it is exposed to the vapors of a *death fog*:

1st round: 1 point
2nd round: 2 points
3rd round: 4 points
4th & each succeeding round: 8 points

The characteristics of a *death fog* are otherwise the same as a *solid fog*. The material components are a pinch of dried and powdered peas, powdered animal hoof, and strong acid of any sort (including highly distilled vinegar or acid crystals).

Demi-Shadow Magic (Illusion/Phantasm)

Level: 6
Range: 6" + 1"/level
Duration: Special
Area of Effect: Special

Components: V,S
Casting Time: 6 segments
Saving Throw: Special

Explanation/Description: This spell is similar to the fifth level shadow magic spell (q.v.), but in addition to the quasi-real spells listed thereunder it enables the illusionist to cast a quasi-real wall of fire, wall of ice, or cloudkill. If recognized as *demi-shadow magic* (the victim makes its saving throw), the magic missile, fireball, et al. do 2 hit points of damage per

level of experience of the spell caster, the wall spells cause 1-4 hit points of damage per level, and the cloudkill will slay only creatures with fewer than 2 hit dice.

Mass Suggestion (Enchantment/Charm)

Level: 6
Range: 3"
Duration: 4 turns + 4 turns/level
Area of Effect: One creature/level

Components: V,M
Casting Time: 6 segments
Saving Throw: Neg.

Explanation/Description: This spell is the same as the third level suggestion spell, except that the illusionist is able to cast the spell upon more than one subject, provided the prospective recipients of the suggestion are within the 3" range. One creature per level of experience the spell caster has attained can be affected. If only one creature is the subject, its saving throw is at -2. The suggestion must be the same for all hearing it.

Mirage Arcane (Illusion/Phantasm - Alteration)

Level: 6
Range: 1"/level
Duration: Special
Area of Effect: 1" per level radius

Components: V, S (M optional)
Casting Time: 3 or 6 segments
Saving Throw: None

Explanation/Description: The dweomer of this spell is similar to that of the vacancy spell, only it is more powerful and elaborate. *Mirage arcane* is also similar to the *mirage* cantrip. The spell enables the caster to make an area appear to be something other than it is. The illusionist is able to make it appear as whatever he or she envisions. The spell will remain as long as the caster maintains a faint concentration upon it, and even after this is no longer held the spell will persist for a total of 6 turns plus 1 additional turn for each experience level of the caster. (Note: Faint concentration can be maintained during normal conversation but not while spell casting, in melee, or if harmed by an attack.) In all cases the *mirage arcane* must be of some place the illusionist has actually seen personally. If he or she actually has a small bit of anything connected with the place envisioned to create this spell, then it takes on a form of reality. In its basic form, where casting time is but 3 segments, forceful contact and tactile discovery are necessary to have any hope of discovering the magic, short of a detection device or spell. In its more complex form, where a material component is used, and 6 segments of casting time are expended, detection is possible only by some magical means, whether device, item, or spell. Either form of *mirage arcane* is subject to *dispel illusion* or *dispel magic*. As with all powerful illusions, the mind of the beholder will cause appropriate effects upon the viewer's body. Conversely, belief cannot usually affect the laws of nature and magic. However, under the influence of this spell, the viewer could possibly walk across a bed of hot coals thinking it was a shallow stream of water which was cooling his feet (and taking no damage), dine upon imaginary food and actually be nutritionally satisfied, or rest comfortably upon a bed of sharp stones, thinking it to be a featherbed. Gravity, for instance, is not affected by the dweomer, so that an envisioned bridge spanning a deep chasm will *not* support the believer. Those who may be there to witness the event will see it as a sudden disappearance of the individual. They will in no way connect it with an illusion unless they are otherwise aware of some magic at work.

Mislead (Illusion/Phantasm)

Level: 6
Range: 1"
Duration: 1 round/level
Area of Effect: Special

Components: S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When a *mislead* spell is cast by the illusionist, he or she actually creates a phantasmal double at the same time that he or she is cloaked by *improved invisibility* magic. The illusionist is then free to go elsewhere while his or her phantasm seemingly moves away. The spell allows the phantasm of the illusionist to speak and gesture as if it were real, and there are full olfactory and touch components as well. A *detect illusion*, *true seeing* or *true sight* spell, or a *gem of seeing*, will reveal the illusion for what it is, and a *detect invisibility*, *true sight*, or *true seeing* spell, or a *gem of seeing* or *robe of eyes*, can detect the invisible illusionist (cf. *shadow door*).

Permanent Illusion (Illusion/Phantasm)

Level: 6
Range: 1"/level
Duration: Permanent
Area of Effect: 4 square" + 1 square/level

Components: V,S,M
Casting Time: 6 segments
Saving Throw: Special

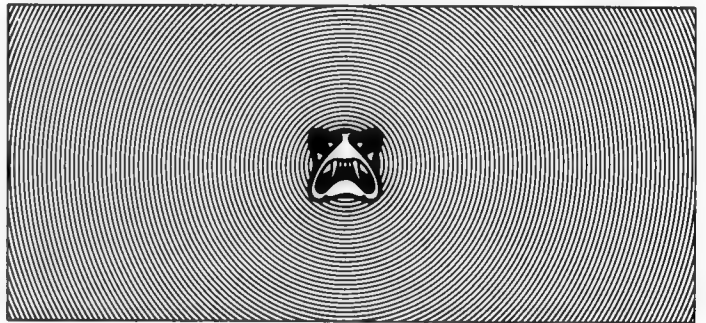
Explanation/Description: This spell creates a lasting spectral force (q.v.) which requires no concentration. It is subject to *dispel magic*, of course.

Phantasmagoria (Illusion/Phantasm)

Level: 6
Range: 6"
Duration: 1 round/level
Area of Effect: 4 square" + 1 square" per level of caster

Components: V, S
Casting Time: 6 segments
Saving Throw: Neg.

Explanation/Description: By means of this spell, the illusionist prepares a special form of *spectral forces* spell which is triggered by some special action. The *phantasmagoria* typically includes a full visual, audial, olfactory, and touch illusion which involves falling, sliding, or moving rapidly. The effect can be aimed at making the subjects believe that they are so doing or that something else is doing so. For example, the *phantasmagoria* may be triggered when falling into a pit, reaching the center of an area, opening a door, or performing some



like action. The subject(s) will then believe that the fall continues for scores of feet; that a pit has opened and that they are helplessly sliding down into an unknown area; that a wall of water is rushing down from the area beyond the just-opened door, or whatever. Note that unlike the *programmed illusion* spell, the *phantasmagoria* spell must always involve the illusion of something falling or rushing, or a dwindling perspective.

Programmed Illusion (Illusion/Phantasm)

Level: 6
Range: 1"/level
Duration: Special
Area of Effect: 4 square" + 1 square/level

Components: V,S,M
Casting Time: 6 segments
Saving Throw: Special

Explanation/Description: By means of this spell, the illusionist sets up a *spectral forces* spell (q.v.) which will activate upon command or when a specified condition occurs (cf. *magic mouth*). The illusion will last for a maximum of 1 round per level of the spell caster.

Shades (Illusion/Phantasm)

Level: 6
Range: 3"
Duration: 1 round/level
Area of Effect: 2" X 2"

Components: V,S
Casting Time: 6 segments
Saving Throw: Special

Explanation/Description: This spell is related to *shadow monsters* and *demi-shadow monsters* (qq.v.), but the monsters created are of 60% hit points and damage potential and are of armor class 6.

ILLUSIONIST SPELLS, 7TH LEVEL

True Sight (Divination)

Level: 6
Range: Touch
Duration: 1 round/level
Area of Effect: 6" light range

Components: V,S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell is very like the fifth level cleric spell, *true seeing* (q.v.). However, while the *true sight* spell allows the illusionist to see its actual or former form, it does not allow determination of alignment.

Veil (Illusion/Phantasm)

Level: 6
Range: 1"/level
Duration: 1 turn/level
Area of Effect: 2" X 2"/level

Components: V,S
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: The *veil* spell enables the illusionist to instantly change the appearance of his or her surroundings and/or party or create *hallucinatory terrain* (q.v.) so as to fool even the most clever creatures unless they have *true seeing/sight*, a *gem of seeing*, or similar magical aid. The *veil* can make a sumptuous room seem a filthy den and even touch will conform to the visual illusion. If *hallucinatory terrain* is created, touch will not cause it to vanish.

Seventh Level Spells:

Alter Reality (Illusion/Phantasm, Conjunction/Summoning)

Level: 7
Range: Unlimited
Duration: Special
Area of Effect: Special

Components: Special
Casting Time: Special
Saving Throw: Special

Explanation/Description: The *alter reality* spell is similar to the seventh level magic-user *limited wish* spell (q.v.). In order to effect the magic fully, the illusionist must depict the enactment of the alteration of reality through the casting of a *phantasmal force*, as well as verbalization in a limited form, before the spell goes into action.

Astral Spell (Alteration)

Level: 7
Range: Touch
Duration: Special
Area of Effect: Special

Components: V,S
Casting Time: 3 turns
Saving Throw: None

Explanation/Description: This spell is the same as the seventh level cleric spell, *astral spell* (q.v.).

Prismatic Spray (Abjuration, Conjunction/Summoning)

Level: 7
Range: 0
Duration: Instantaneous
Area of Effect: 7" long plane, 1½" wide at end, ¼" wide at base

Components: V,S
Casting Time: 7 segments
Saving Throw: Special

Explanation/Description: When this spell is cast, the illusionist causes 7 rays of the *prismatic sphere* spell (q.v.) to spring from his or her hand. Any creature in the area of effect will be touched by 1 or more of the rays. To determine which ray strikes the concerned creature, roll an eight-sided die:

- | | |
|------------|---|
| 1 = red | 5 = blue |
| 2 = orange | 6 = indigo |
| 3 = yellow | 7 = violet |
| 4 = green | 8 = struck by 2 rays, roll again twice ignoring any 8's |

Saving throws apply only with respect to those prismatic color rays which call for such.

Prismatic Wall (Abjuration, Conjunction/Summoning)

Level: 7
Range: 1"
Duration: 1 turn/level
Area of Effect: Special

Components: V,S
Casting Time: 7 Segments
Saving Throw: Special

Explanation/Description: The *prismatic wall* spell is similar to the *prismatic sphere* spell (q.v.). It differs only in that the spell creates a wall, or curtain, of scintillating colors. The wall is of maximum proportions of 4' wide per level of experience of the spell caster and 2' high per level of experience.

Shadow Walk (Illusion - Enchantment)

Level: 7
Range: Touch
Duration: 6 turns/level
Area of Effect: Special

Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: In order to effectuate a *shadow walk* spell, the illusionist must be in an area of heavy shadows. The caster and any creatures he or she touches will then be transported to the edge of the Prime Material Plane where it borders the Plane of Shadow. In this region the illusionist can move at a relative rate of up to 7 leagues per turn, moving normally on the borders of the Plane of Shadow but aware of his or her position relative to the Prime Material Plane. Thus, rapid travel can be accomplished by stepping from the Plane of Shadow to the Prime Material Plane, with the destination controlled by the illusionist. The *shadow walk* spell can also be used to travel to other planes which border on the Plane of Shadow, but this requires a rather perilous transit of the Plane of Shadow to arrive at a border with another plane of reality. Any creatures touched by the illusionist when *shadow walk* is cast will also make the transition to the borders of the Plane of Shadow. They may opt to follow the illusionist, wander off into Shadowland, or stumble back onto the Prime Material Plane (50% chance for either result if they are lost or abandoned by the illusionist). Creatures unwilling to accompany the illusionist into the Plane of Shadow get a saving throw, negating the effect if made.

Vision (Divination)

Level: 7
Range: 0
Duration: Special
Area of Effect: The Illusionist

Components: V,S,M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: At such time as the illusionist wishes to gain supernatural guidance, he or she casts a *vision* spell, calling upon whatever power he or she desires aid from, and asking the question for which a vision is to be given to answer. Two six-sided dice are rolled. If they total 2 to 6, the power is annoyed and will cause the illusionist, by ultra-powerful *geas* or *quest*, to do some service, and no question will be answered. If the dice total 7 to 9, the power is indifferent, and some minor vision, possibly unrelated to the question, will be given. A score of 10 or better indicates the vision is granted. Note that the material component of the spell is the sacrifice of something valued by the spell caster and/or by the power supplicated. The more precious the sacrifice, the better the chance of spell success, for a very precious item will give a bonus of +1 on the dice, one that is extremely precious will add +2, and a priceless/nonessuch will add +3.



Weird (Evocation - Illusion/Phantasm)

Level: 7
 Range: 3"
 Duration: *Special*
 Area of Effect: 2" radius

Components: V, S
 Casting Time: 7 segments
 Saving Throw: *Special*

Explanation/Description: When this spell is cast the illusionist must be able to converse with the subject or subjects to bring the dweomer into being. During the casting, the illusionist must call out to the subject or subjects, informing one or all that their final fate, indeed their doom, now is upon them. The force of the magic is such that even if the subject or subjects make their saving throw, fear will paralyze them for a full 7 segments, and they will lose from 1-4 strength points from this fear, although the lost strength will return in 7 rounds. Failure to save versus spell will cause the subject or subjects to face their nemesis, the opponent(s) most feared and inimical to them. Actual combat must then take place, for no magical means of escape will be possible. The foe fought is real for all intents and purposes. If the subject or subjects lose, then death occurs. If the *weird* caused by the dweomer is slain, then the subject or subjects emerge with no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. The characters gain experience for defeating the *weird* if applicable. Although each round of combat seems normal, it takes but 1 segment of real time. During the course of the spell, the illusionist must concentrate fully upon maintaining it.

First Level Magic-user Spells

Level: 7
 Range: *
 Duration: *
 Area of Effect: *

Components: *
 Casting Time: *
 Saving Throw: *

*As appropriate to the spell in question

Explanation/Description: The illusionist gains four of the following first level magic-user spells at the 14th level of experience and an additional one as each additional level of experience is gained. The spells are:

Affect Normal Fires	Mending
Burning Hands	Message
Charm Person	Nystul's Magic Aura
Comprehend Languages	Protection from Evil
Enlarge	Read Magic
Erase	Shield
Feather Fall	Shocking Grasp
Friends	Sleep
Hold Portal	Tenser's Floating Disc
Magic Missile	Unseen Servant

The illusionist may learn any spell or spells from the preceding list. He or she must seek the spells in the same manner as a magic-user. If the illusionist chooses to take this "spell", he or she actually takes four or more first level magic-user spells as a seventh level spell.



Spell Books of Greyhawk

Bigby's Spells

Bigby's Bookworm Bane (Evocation)

Level: 1
Range: 20 yds
Duration: 1 turn/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell is used to seek out and destroy one of the most feared enemies of the mage: the bookworm. When cast, the spell creates a disembodied hand that will search through a library and crush all bookworms it finds. The hand can search through 100 books or scrolls per round, seeking out bookworms with a 95% chance of detection. Once a worm is found, the hand will pursue the bookworm relentlessly, attacking with the skill of a fighter equal in level to the caster. A successful hit by the hand means the bookworm is instantly crushed to death. The hand possesses a strength of 8, so it can move aside books and scrolls in pursuit of a fleeing bookworm. The hand cannot be harmed by physical attacks, but it can be destroyed by four or more points of magical damage. The hand is incapable of performing any other function or combatting any other foe. Bigby uses the spell periodically to safeguard his valuable library. The material component is a child-sized glove made of tough leather.



Bigby's Feeling Fingers (Evocation)

Level: 1
Range: 60 yds
Duration: 1 hour +
Area of Effect: Special
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None
1 turn per level

Explanation/Description: This spell calls into existence a disembodied hand under the caster's command. The hand cannot hold, grasp, or carry, but it does have an amazingly sensitive sense of touch. The hand's sense of touch is so fine that it can note miniscule cracks, separations, or openings in a surface, and thus detect the presence of a secret or concealed door with a 50% chance of success. The hand can search a 10 foot by 10 foot area each turn. The hand cannot be destroyed by physical attacks, but it is dispelled if dealt four or more points of magical damage. The hand can trip a nonmagical trap if the location of the trap is known. The material components for the spell are a child-sized silk glove and a swan's feather.

Bigby's Dextrous Digits (Evocation)

Level: 2
Range: 90 yds
Duration: 3 turns/level
Area of Effect: Special
Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: This spell summons into existence a pair of disembodied hands that will follow the mage's every order. The hands can perform all the functions of an *unseen servant*, but can also accomplish deeds requiring fine coordination, such as tinkering with tools, working with laboratory equipment, sculpting, painting, or playing a musical instrument. The hands can perform any task the caster can accomplish, including non-weapon proficiencies known by the mage. The hands will perform with a dexterity equal to that of the caster. Each hand can hold and carry up to 200 g.p. weight individually, or 500 g.p. weight together. The hands can move no farther apart than the caster's own hands. The hands can move 120 feet per round, regardless of weight carried, but can move no farther than 90 feet away from the caster or they vanish. The hands cannot act out the somatic component of a spell. The hands cannot wield a weapon in melee or punch or grapple. Although the hands are immune to physical attacks, they can be destroyed by six more points of magical damage. The material component is a pair of gloves embroidered with the mage's initials.

Bigby's Silencing Hand (Evocation-Enchantment)

Level: 2
Range: 40 yds
Duration: 2 rounds/level
Area of Effect: One creature
Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: This spell creates an appropriately sized hand that will fly toward the chosen creature and clamp tightly over the creature's mouth unless the creature makes its saving throw. A creature affected by the spell will be unable to talk clearly, cannot cast any spell requiring a verbal component, or use a magical item triggered by an audible command word. The *hand* cannot be pulled away from a creature's mouth or be harmed by a physical attack, but can be destroyed by six or more points of magical damage, although most magical attacks carry the risk of harming the affected creature. A successful *dispel magic* spell destroys the hand without injury to the creature. The material component is a cloth glove smeared with sticky syrup or honey.

Bigby's Pugnacious Pugilist (Evocation)

Level: 3
Range: 60 yds
Duration: 2 rounds/level
Area of Effect: Special
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: This spell creates a pair of man-sized hands, appearing as clenched and padded fists. The hands pummel with the effectiveness of an 18/50 strength fighter of one-half the caster's experience level. The hands together fight as a character with AC 4 and 3 hit points per level of the mage. The hands are dispelled when they run out of hit points. The hands can pummel only, and cannot hold a weapon or grapple. The hands cannot be grappled or overborne, since they can easily flit away. The material components are a mitten stuffed with cotton and a brass bell.

Bigby's Battering Gauntlet (Evocation)

Level: 4
Range: 60 yds
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: This spell brings into existence a shimmering violet force shaped like a battering ram with a clenched fist as the ram's head. The force assumes a cylindrical shape 12 feet long by 2 feet in diameter, but the caster can shorten its length to 3 feet in order to fit in a cramped space.

The spell acts as a battering ram of great power, destroying a normal door with one hit, destroying a reinforced door with three hits, destroying a stone door with five hits, and having a 50% chance to destroy a metal door (the spell is destroyed if the *gauntlet* fails). Only one attack can be made per round, as with any ordinary battering ram. Used against a smaller physical obstruction, such as a dungeon door or metal grate reinforced with magic, a saving throw is made for the door at the level of the mage who cast the reinforcing spell on the door. If the save is successful, the *gauntlet* spell is destroyed. If the save fails, the *gauntlet* spell begins working on the door.

Against a living target, the ram has no effect. The caster must always remain within 60 feet of the ram or it will dissipate. The ram cannot be damaged by physical attacks, but it can be destroyed by magical damage if it suffers one-half the number of hit points of the caster. *Dispel magic* or *disintegrate* spells can also destroy the *gauntlet*. The spell cannot be used to open chests or batter anything but a door. It only functions against portals that are designed to open at some time. The material component is a metal rod with a chain mail gauntlet slipped over one end.

Bigby's Construction Crew (Evocation)

Level: 4
Range: 120 yds
Duration: 12 hours
Area of Effect: Special
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell creates as many pairs of hands as the caster's experience level. All of the hands come equipped with carpentry tools. The hands do the work of a construction team equal in ability to any crew of professional carpenters, masons, miners, or sappers. The hands never need to rest or eat. Each pair performs as one worker. They are unable to fight or inflict physical damage on anything. They cannot be destroyed by non-magical means and each pair has as many hit points as the caster has levels. The material components include an assortment of miniature tools, worth at least 500 g.p.

Bigby's Force Sculpture (Evocation)

Level: 4
Range: 30 yds
Duration: 1 turn/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This very flexible spell enables the mage to create a visible plane of force that can be shaped into any form the caster wishes. The caster could create a table, ladder, club, bucket, stilts, or cane, for example. Once an object is formed, it retains its form for the duration of the spell. The object imitated must be fairly rigid, can have no moving parts, cannot have a sharp point or edge, and cannot possess finely detailed features. A rope, long bow, sword, chariot, or accurate statue cannot be created with the spell. All objects formed out of force cannot be harmed by physical attacks, but can be dispelled by magical attacks that inflict more points of damage to the object than the creator's hit points. Up to one cubic foot of matter per level of the caster can be simulated. The material component for the spell is a lump of soft clay with diamond dust mixed into it.

Bigby's Fantastic Fencers (Evocation)

Level: 5
Range: 60 yds
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell creates one hand for every three levels of the caster, each of which holds a long sword. Each hand fights with the skill of a fighter of one-half the experience level of the caster. Each hand is AC 2 because of its small size and speed, and each can sustain 15 points of damage before being dispelled. Each fencer is

capable of disarming an opponent and does so on a roll four greater than the roll needed to hit. A fencer likewise disarmed of its sword is dispelled automatically. The caster need not concentrate on the fencers to keep them functioning, but only has to give them orders as if they were henchmen. The material component is a small, silver amulet shaped like a mailed gauntlet holding a gem-encrusted sword, worth at least 1,000 g.p. (this vanishes when the spell is cast).

Bigby's Superior Force Sculpture (Evocation)

Level: 5
Range: 30 yds
Duration: 3 turns + 1 turn/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell is a more advanced form of the 4th level *force sculpture* spell. The object or objects formed from force can be more complex, composed of large, moving parts, or have an edge or point, but still must be fairly rigid. A wagon, quiver of quarrels, shovel, sword, or water wheel could all be simulated, but not a mechanical timepiece, crossbow, or spring. Fine details can be worked into an object, provided the caster has sufficient skill as an artisan or sculptor. Fine details take 2d4 rounds to place on an object, but remain for the duration of the spell. Up to 8 cubic feet of matter per level of the caster can be simulated. The duration of the spell is also longer than *force sculpture*. *Superior force sculpture* is otherwise identical to the 4th level spell. The material component is a lump of clay with diamond dust mixed into it.

Bigby's Strangling Grip (Evocation)

Level: 5
Range: 10 yds/level
Duration: 2 rounds
Area of Effect: One creature

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell creates a pair of disembodied hands that will seek out a creature's throat and strangle the creature with the same effect as an attack with a garrote. The hands must make a successful attack roll to grab the creature's throat, attacking with +4 to hit on the mage's usual attack roll, because of the speed and ferocity of the attack. The *strangling grip* will strangle its victim to death by the end of the next round unless the creature is freed of the hands. The victim can break the grip if he makes a successful roll to *bend bars*. The grip can also be released if the mage's concentration is broken. The limits on which creatures can be affected by the spell are the same as the restrictions on the use of a normal garrote. The material components are a pair of gloves sewn into a clutching grip around the neck of a bottle.

Bigby's Besieging Bolt (Evocation)

Level: 6
Range: Special
Duration: 1 round per 2 levels of the spellcaster
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell is similar to *magic missile*. When the spell is cast, the mage is able to fire one

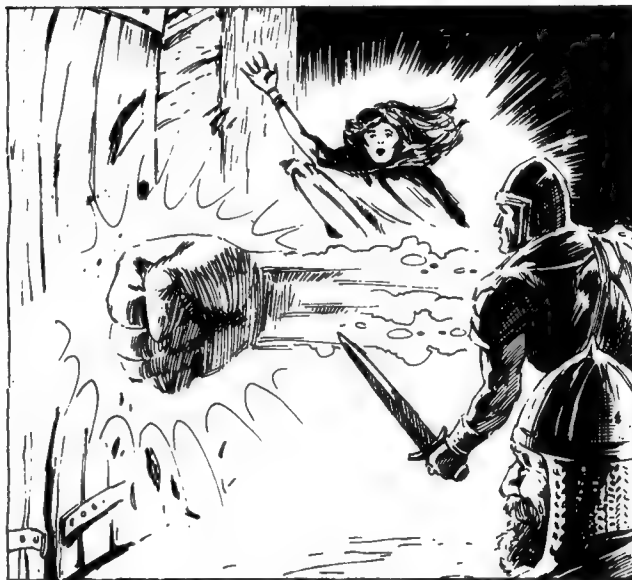
magic siege bolt for every two levels of the caster. The bolt will behave as a given siege engine missile in range and effect. The type of siege missile the bolt mimics depends on the caster's level.

Magic-user's Level

Siege Engine Missile Mimicked

12th	catapult, light
14th	catapult, heavy
16th	trebuchet

The bolts must be launched at the rate of one every two rounds in succeeding rounds. During this time the caster can do nothing else. If the spell is interrupted, no additional bolts can be launched. The bolts strike their target unerringly. The material component is a small stone sprinkled with diamond dust.



Bigby's Most Excellent Force Sculpture (Evocation)

Level: 8
Range: 30 yds
Duration: 6 turns + 1 turn/level
Area of Effects: Special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell is the most advanced form of the *force sculpture* spells. The object formed can be highly complex, containing many moving parts, such as a siege machine or sailing ship. Parts of an object simulated could be as flexible as a rope or the wood of a bow, so a large net, ballista, rope bridge, or collection of crossbows could be formed. As with lesser *force sculptures*, fine or accurate details require an additional 2d4 rounds to form, along with sufficient skill as an artist or artisan. Up to one cubic yard of matter per level of the caster can be simulated. With the exceptions noted above, the spell is otherwise identical to the 4th level spell of the same type. The material component is a lump of clay mixed with 1,000 g.p. worth of diamond dust, which vanishes when the spell is used.

Drawmij's Spells

Drawmij's Beast of Burden (Alteration)

Level: 1 Components: V, S, M
Range: 30 yds Casting Time: 1 round
Duration: 2 hours/level Saving Throw: None
Area of Effect: Special

Explanation/Description: This spell partially lightens goods placed upon a single mount. The effective encumbrance of all objects on the mount, including riders, is reduced by one-half, in effect doubling the amount of weight the mount can carry.

A mount that suddenly finds itself carrying one-and-one-half its maximum load without the spell's protection cannot walk, slowly sinks to the ground, and stands a 50% chance of going lame. A mount suddenly burdened by twice its maximum load collapses to the ground, suffering 1d6 points of damage and automatically going lame.

The material components are a lodestone and pinch of metal filings.

Drawmij's Light Step (Alteration)

Level: 1 Components: V, S, M
Range: Touch Casting Time: 1 segment
Duration: 5 rounds/level Saving Throw: None
Area of Effect: One creature

Explanation/Description: This spell gives a creature a very limited form of *levitation*. The creature walks normally over any surface, but walks so lightly that no tracks are left behind. If the creature breaks into a charge or run the spell ends immediately.

The creature can also move across a fluid as well as a solid surface, but the movement rate is reduced to one-half the creature's normal walking rate, as the creature must step carefully. The *light step* spell will not enable a creature to walk across turbulent water or ocean waves, however, since the chaotic motion of the fluid disturbs the levitation field. The spell actually makes the creature unable to activate pit traps. It doesn't allow the creature to leap higher or jump safely from a cliff, only to walk with a lighter step. This spell will also increase the movement rate of the creature by 50 percent for the duration of the spell. The material components are a bit of fur taken from a cat's paw and a duck's feather.

Drawmij's Adventurer's Luck (Alteration)

Level: 2 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 3 turns Saving Throw: None
Area of Effect: Creature touched

Explanation/Description: This spell bestows upon the touched creature a special form of luck. For the duration of the spell, the recipient of this magic can act as though he or she were holding a luckstone and using its magical effects. The material component is 5,000 gold pieces worth of ruby dust sprinkled over the creature's head; this vanishes after the spell expires.

Drawmij's Breath of Life (Alteration)

Level: 2 Components: V
Range: 100 yds Casting Time: 1/6 segment
Duration: 5 turns Saving Throw: None
Area of Effect: 1 creature/level

Explanation/Description: With the power of this spell, the mage can endow one or more creatures with sufficient endurance to hold their breath for five full turns. Affected creatures cannot drown or be subject to the effects of inhaled gases while holding their breath. The caster can bestow the spell upon one creature for every level of experience. The spell is only one word long, and has no somatic or material components, so the mage can cast the spell quickly in an emergency.

Drawmij's Scent Mask (Illusion/Phantasm)

Level: 2 Components: V, S, M
Range: Touch Casting Time: 2 segments
Duration: 1 turn/level Saving Throw: Special
Area of Effect: 1 creature/level

Explanation/Description: This spell will conceal all odors emanating from a creature for the duration of the spell. If cast upon the mage or another person, that person cannot be detected by scent.

The recipient of this spell cannot be tracked by an animal or being that uses its sense of smell to track, such as a bloodhound. If cast upon a creature that uses its odor as a weapon or form of defense, the spell negates the odor if the creature fails a save versus spells. The musky odor of a skunk or wolverine or the stench of a troglodyte could be suppressed by the spell. The material component is a scentless flower.

Drawmij's Swift Mount (Alteration)

Level: 2 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 2 hours +
 1/2 hour per level
Saving Throw: None

Area of Effect: One mount per two levels

Explanation/Description: This spell will double the movement rate of any mount that runs, swims, or flies for the duration of the spell. After the spell expires, the mount is completely exhausted and refuses to move any farther for 24 hours. The spell will in no way increase the amount of weight a mount can carry. The maximum encumbrance limit for the mount is unaffected. Overloading the mount beyond its limit automatically negates the spell. *Drawmij's beast of burden* cannot be combined with *swift mount* to increase the load a racing mount can carry. The material component for the spell is a hare's foot or a bit of fur from a cheetah.

Drawmij's Marvelous Shield (Evocation)

Level: 3 Components: V, S
Range: 0 Casting Time: 3 segments
Duration: 1 turn/level Saving Throw: None
Area of Effect: The mage

Explanation/Description: This spell is an improved version of the 1st level *shield* spell. The improved *shield* will protect the caster against attacks from all sides, including

the rear and above, provided the mage is aware of the attack. A surprise attack will completely dispel the protection of the improved *shield*. The protection afforded by the spell is -2 against all attacks, so the improved shield acts as AC 0 against hand-hurled missiles, AC 1 against device-propelled missiles, and a -2 bonus on the mage's armor class against all other attack forms.

Drawmij's Iron Sack (Alteration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 6 hrs + Saving Throw: None
 2 hrs/level
Area of Effect: One sack

Explanation/Description: This spell will provide greater protection for the contents of one normal sack or backpack. An affected sack is protected as if the interior were completely lined with inch-thick solid steel, although the sack becomes no heavier or less flexible. The sack makes its saving throws against physical or magical damage as if made of hard metal, with an additional +2 bonus applied to the saving throw. Items within the sack must check only if the sack fails its check. The material component is a strip of leather with mail sewn on one side.

Drawmij's Handy Timepiece (Conjuration/Summoning)

Level: 4 Components: V, S, M
Range: 0 Casting Time: 1 hour
Duration: Length of Saving Throw: None
 other spell
Area of Effect: Special

Explanation/Description: After this spell is cast, the next spell cast by the same caster is timed. A small golden gong appears in front of the caster and softly chimes a warning one minute before the spell ends. This magic only works with spells with a duration less than 48 hours.

To cast the spell, the mage must collect a feather from a migratory bird, a fruit fly, a few grains of sand, a solid silver pendulum worth 100 g.p., and a solid gold orb of exquisite craftsmanship worth 5,000 g.p.; all of these vanish with the end of the spell.

Drawmij's Instant Exit (Alteration-Conjuration)

Level: 4 Components: V, S, M
Range: 30 yds Casting Time: 1 segment
Duration: 1 round Saving Throw: None
Area of Effect: Special

Explanation/Description: This spell enables the mage and others to use a limited and risky form of *teleportation*. When the spell is cast, a door suddenly appears on a wall or other flat surface within 3 yards of the caster. The caster and as many others who can pass through the door in one round (usually at the rate of one creature or person per segment) can enter into a zone of nil-space by passing through the doorway. When the door is closed behind by the mage, the mage and all those with him in the nil-space zone are teleported to a random location within 250 yards of the door. If the door is not closed before the end of the spell's duration, then the door slams shut automatically at the end of the round. The door disappears when closed by the mage or after it shuts itself.

The party has no control over where they will be teleported, and there is always a 5% chance the spell will malfunction and dump the party into the ethereal plane. To determine where the mage and his friends are sent, consult the DM map, track back along the path of the party, and place them in a random area where they have been before. This spell cannot send the party into unknown territory. The material component is a miniature silver door decorated with ruby chips worth 5,000 g.p. that vanishes after the spell is cast.

Drawmij's Protection from Non-Magical Gas (Abjuration)

Level: 4 Components: V, S, M
Range: 0 Casting Time: 2 segments
Duration: 5 rounds/level Saving Throw: None
Area of Effect: 20' radius sphere about the caster

Explanation/Description: This spell creates a volume of space 20 feet in radius about the caster, within which all creatures are protected from the effects of all non-magical gases, fumes, and smoke. All natural gases that touch the edge of the sphere of protection are dispersed. The air within the sphere always remains clean, fresh, and replenished with oxygen, so those within the sphere will not suffer from lack of oxygen if the air outside is contaminated or its oxygen consumed by fire. The spell will not work underwater or in a vacuum. The sphere moves with the caster. It is dispelled if touched by magical gases or if the caster moves using magical means. The material components are a fan and a small vial containing perfume worth at least 100 g.p. Both vanish after the spell is cast.

Drawmij's Tool Box (Conjuration/Summoning)

Level: 4 Components: V, S, M
Range: 0 Casting Time: 1 round
Duration: 1 turn/level Saving Throw: None
Area of Effect: Special

Explanation/Description: This useful spell permits the mage to temporarily acquire one to ten tools when needed. The object or objects conjured can be as large as 200 g.p. encumbrance value of goods. The caster can continue exchanging items for new items throughout the duration of the spell. The caster can conjure a hammer and chisel in the first round, exchange them for a saw in round five, trade the saw for a pry bar in round eight, and so on. Only non-living matter can be conjured. The tools cannot be taken more than 100 yards away from the box. The box is immovable and only the caster can take tools from it. The only tools that can be taken from the box are things that a carpenter or builder might have. Things that shouldn't be taken from the box include: thief tools, wax key blanks, ball bearings, magical weapons, and gem cutter blades. Things that might be in a skillful carpenter's box include: rope, skeleton key, huge hammers and metal stakes, large canvas sheets, nets, and sand. The material component is a miniature wooden tool box.





Drawmij's Flying Feat (Alteration/Enchantment)

Level: 5
Range: 10 yds
Duration: 3 turns/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This special flying spell is not cast upon a creature but an object. The enchanted object gains the power to fly up to 180 feet per round under the caster's direction. A broom, chair, table, carpet, wagon, or hut could all be made capable of flight. The mage can affect up to 500 g.p. weight per level of the caster, and the object can carry twice that amount of weight in passengers or freight if the object is large enough and sufficiently strong to support the weight under normal circumstances. An 18th level mage could lift a 9,000 g.p.-weight boat and up to 18,000 g.p. weight of cargo, for example. The caster must concentrate upon the flying object to direct its motion and maintain its flight. If the caster is knocked unconscious, stunned, or slain while directing the flying object, the object will immediately begin to plummet earthward as a falling object. The material component is a wing feather taken from a roc.

Drawmij's Beneficent Polymorph (Alteration)

Level: 6
Range: Touch
Duration: 1 turn/level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: This spell endows the touched and willing creature with all the benefits of a *polymorph self* spell. The creature affected does not need to make a system shock roll to survive. While the first form taken by the creature is chosen by the caster, the creature is totally in control of its form changes for the remainder of the spell's duration, and can change form as often as it wishes, abiding by all the limitations of *polymorph self*. The spell does not bestow any special abilities of a polymorphed form. The spell does not affect the creature's mental state in any way. When the creature returns to its original form, 1d12 hit points are restored.

The material component of the spell is a soft, silk caterpillar cocoon.

Drawmij's Merciful Metamorphosis (Alteration)

Level: 6
Range: 10 yds/level
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 6 segments
Saving Throw: Negates

Explanation/Description: Drawmij developed this spell as a merciful way to get rid of an adversary. The spell *polymorphs* an opponent into another creature as does *polymorph other*; but the target's save is made at -2. The target can only be *polymorphed* into a natural animal no larger than a typical herd beast. The *polymorphed* creature does not need to make a system shock roll to survive the spell. The *polymorphed* creature automatically assumes the mental state of the animal, forgetting all knowledge of its previous self. The animal does not radiate magic or the creature's original alignment aura, so there is little evidence the animal was anything other than what it appears to be now. If returned to its original form by *dispel magic* or a *wish*, the creature will be quite bewildered, suffering the effect of a *confusion* spell for 2d4 rounds. After the confusion passes, the creature gradually recovers its previous knowledge and memories over a period of 1d4 days. The material component is a cocoon soaked in a balm of honey, powdered yellow-white moss agate worth 500 g.p., and powdered emerald worth 700 g.p., all of which vanish with the casting of the spell.

Mordenkainen's Spells

Mordenkainen's Protection From Avians (Abjuration)

Level: 1
Range: Touch
Duration: 5 rounds/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: A creature protected by this spell receives a special benefit when in combat with avians totalling no more than 15 hit dice. If more hit dice attack, the spell is negated. Affected avians have a -2 penalty on rolls to hit the protected creature for the duration of the spell. The material component for the spell is a feather from any bird wrapped with a strip of tough leather.

Mordenkainen's Encompassing Vision (Alteration)

Level: 2
Range: Touch
Duration: 1 hr/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell grants a creature a full 360 degrees of vision, so the creature can see sides and rear as well as it sees to the front. The creature cannot be surprised from the rear by any attacker the creature can see normally. The spell will work in combination with any sort of enhanced or magical vision, including infravision, ultravision, or x-ray vision. A creature with both *detect invisibility* and *encompassing vision* can see invisible, ethereal, or astral beings from the flank or rear as well. The person affected by this spell also has a -2 penalty on all saving throws vs. gas attacks. The material component is a crystal disc with eight eyes inscribed upon it, spaced at 45 degree intervals around the edge of the disc.

Mordenkainen's Defense Against Lycanthropes (Abjuration)

Level: 3
Range: Touch
Duration: 2 rounds/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: This spell will aid a creature in surviving attacks made by lycanthropes. Any attack made upon the creature by a lycanthrope has a -2 penalty to hit. No matter how much damage is inflicted by a lycanthrope, the creature will not contract lycanthropy as long as the spell is in effect. The spell will not protect the creature from contracting lycanthropy if injuries occurred before the spell was cast or after it expired. The material component is crushed moonstone.

Mordenkainen's Defense Against Nonmagical Reptiles and Amphibians (Abjuration)

Level: 3
Range: Touch
Duration: 5 rounds/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: A creature protected by this spell gains an advantage in combat with nonmagical reptiles or amphibians, including snakes, dinosaurs, frogs, and giant-sized species of such animals. Dragons are excluded from the spell's effect as well as other creatures with unnatural abilities. All such animals have a -2 penalty to hit the protected creature, and the creature gains a +4 bonus to saving throws versus reptile or amphibian venom. The material components are a bit of snake skin and a dried frog's leg placed in a pouch of hardened leather.

Mordenkainen's Protection From Insects and Arachnids (Abjuration)

Level: 3
Range: Touch
Duration: 5 rounds/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: This spell provides a measure of protection from insects, spiders, and scorpions, including giant-sized and unnatural species of such animals. All such animals attack the protected creature with a -2 penalty to hit and all of the protected creature's saving throws against insect or arachnid venom have a +4 bonus. The spell works on no more than 20 hit dice of bugs of all types. If more than 20 hit dice of insects attack, the spell dissipates. The material component is an insect trapped in amber.

Mordenkainen's Electric Arc (Evocation)

Level: 4
Range: 5 yds/level
Duration: Instantaneous
Area of Effect: Special

Components: V, S, M
Casting Time: 4 segments
Saving Throw: half damage

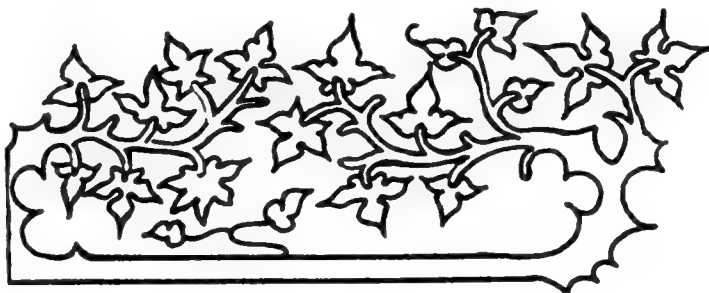
Explanation/Description: This spell causes one or more small flashes of lightning to erupt from the caster's fingertips and strike one or more opponents. One arc of lightning will be evoked for every three levels of the caster. Each electric arc will inflict 1d6 damage plus one point per level of the caster. A save versus spell reduces damage by one-half. The spell is most effective when each electric arc is directed at a separate opponent. Only one arc may strike a target per combat round; others striking the same target have no effect. The material components for the spell are a bit of fur and a glass rod.

Mordenkainen's Faithful Phantom Shield-Maidens (Summoning)

Level: 4
Range: 50 yds
Duration: 3 rounds/level
Area of Effect: Special

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: This spell summons a pair of shimmering violet phantom beings that will stay on either side of the mage and protect him from all attackers. The *shield-maidens* are AC 4 (phantom chain mail and large shield); Move 12"; HD 3; hp 20; Dmg 1d6 (phantom spear); THAC0 16; AL N. The *shield-maidens* stay close enough to the caster for their shields to help cover the mage. The shield of one maiden will provide the caster with a -1 armor class bonus. If both *shield-maidens* protect the same side of the caster with their shields, the armor class bonus is -2. While the *shield-maidens* can protect the caster from attacks from different directions, they will move no farther than 50 feet away from the caster, even if the mage orders them to move away. They follow magically wherever the caster goes. The material components are a pair of small crystal shields tied with string to a miniature wooden figure of the caster.



Mordenkainen's Protection From Slime (Abjuration)

Level: 4 Components: V, S, M
 Range: Touch Casting Time: 4 segments
 Duration: 2 rounds/level Saving Throw: None
 Area of Effect: Creature touched

Explanation/Description: This spell helps protect a creature against attacks by all molds, slimes, puddings, oozes, and other formless, primordial beings. All attacks against the protected creature are made with a -2 penalty and the protected creature's saving throw has a +2 bonus. In addition, the creature's flesh is highly resistant to any corrosive attack by such monsters, and is treated as being solid stone for the purpose of withstanding a slime monster's corrosive attack. The spell negates up to 10d4 points of damage from slime before it collapses. The material components are a bit of food mold pressed between two flat stones, and a pinch of diamond dust.

Mordenkainen's Faithful Phantom Defenders (Summoning)

Level: 5 Components: V, S, M
 Range: 60 yds Casting Time: 5 segments
 Duration: 1 round/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell summons a set of phantom beings seen as shimmering outlines of violet light. The *defenders* do their best to keep between the mage and his adversaries, providing the caster with enough time and space to defend himself with spells. To most creatures, the *phantom defenders* are solid, seemingly real entities. To the mage, the *defenders* are completely transparent and noncorporeal, so any attack spell cast by the mage has no effect on the *defenders*. The mage's spells can be cast through the *defenders* to strike enemy creatures. If the *defenders* are caught within the area of effect of a caster's spell, the *defenders* suffer no harm. One of four different sets of *phantom defenders* can be summoned by the mage, but the caster must decide which set will be called forth when the spell is memorized. Each set is best suited for a particular environment. The four sets of defenders are described on the following page.

Three faithful phantom soldiers: AC 4 (phantom chain mail and shield); Move 9"; HD 4; hp 24; #AT 1; Dmg 1d8 (phantom long sword); THAC0 15; AL N; SA able to hit creatures which are hit only by +1 magical weapons.

Two faithful phantom centaurs: AC 5; Move 18"; HD 4; hp 28; #AT 1; Dmg 1d6 (phantom light lance); THAC0 15; AL N; SA able to hit creatures which are hit only by +2 weapons.

Eight faithful phantom giant bats: AC 8; Move 3"/18"; HD 2 + 2; hp 12; #AT 1; Dmg 1d4; THAC0 16; AL N; SA able to hit creatures which are hit only by +3 weapons.

Five faithful phantom sharks: AC 6; Move 24"; HD 3; hp 15; #AT 1; Dmg 1d4 + 1; THAC0 16; AL N; SA able to hit creatures which are hit only by +1 weapons.

The material component is a small lead crystal figure depicting the type of *defender* to be summoned and a 1,000 g.p. emerald for each creature summoned. The emeralds vanish when the spell is cast.

Mordenkainen's Private Sanctum (Alteration-Abjuration)

Level: 5 Components: V, S, M
 Range: 0 Casting Time: 2 turns
 Duration: 1 hour/level Saving Throw: None
 Area of Effect: One room

Explanation/Description: This spell is used to insure privacy in a room of up to 1,600 square feet in area, or 40 feet by 40 feet in dimension. All windows in the room become dark and misty as seen from the outside, preventing creatures with normal vision, infravision, or other special vision from looking into the room. Those inside can still look out normally. X-ray vision will not be able to penetrate into the room, as if the room were completely enclosed in a lead shield. No sounds, no matter how loud, can escape the room, so a thief cannot eavesdrop from outside. Scrying attempts, such as *ESP*, *clairaudience*, *clairvoyance*, or *crystal balls*, cannot penetrate the protected room, and a *wizard eye* cannot get inside. The mage can freely leave the room without the protection being dispelled. The material components are a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

Mordenkainen's Faithful Phantom Guardian (Summoning)

Level: 6 Components: V, S, M
 Range: Special Casting Time: 3 turns
 Duration: Special Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell summons a *faithful phantom* being to watch over and protect the mage for one day. The *guardian* will remain an undetectable observer, watching the caster from the ethereal plane. The *guardian* can see what is happening within 60 feet of the caster, and can spot invisible, out-of-phase, duo-dimensional, ethereal, or astral creatures within the area around the mage. If the *guardian* spies any creature about to launch a surprise attack on the caster, the *guardian* will instantly materialize to intercept the attacker and defend the mage. The *faithful phantom guardian:* AC 2; Move 15"; HD 6; hp 36; #AT 1; Dmg 1d10 (two-handed sword); THAC0 13; AL N; SA able to hit creatures which are hit only by +2 magical weapons. The *guardian* will fight for up to one round per level of the caster or until it is destroyed. The mage also has the option of summoning the *guardian* to his side at any time. The *guardian* will appear in one round and fight under the same time limit. Once the *guardian* has spent its time on the prime material plane, it has completed its mission and will no longer watch over the caster.

The *guardian* appears as a shimmering outline of violet light. The *phantom guardian* cannot speak, so it cannot shout a warning to the mage if he or she is attacked. The material component is a 1,000 g.p. diamond, which is sent to the *guardian* when the spell is cast as a payment for its service.

Mordenkainen's Penultimate Cogitation (Alteration)

Level: 7 Components: V, S
 Range: 0 Casting Time: 1 segment
 Duration: Instantaneous Saving Throw: None
 Area of Effect: Spellcaster

Explanation/Description: This permits the mage to call to mind one spell from one of the caster's personal spell books, provided the appropriate spell book is within one mile of the mage. The spell must be one that the caster knows, as explained in the *Players Handbook*. The spell cannot be called from a scroll or another mage's spell book. The called spell can be any of the 1st to 6th level. Only one spell can be called per casting of the *penultimate cogitation*. The called spell can be cast on any succeeding round. There is always a 10% chance that the called spell will be magically erased from the mage's spell book.

Nystul's Spells

Nystul's Dancing Werelight (Alteration)

Level: 1 Components: V, S, M
 Range: 60 yds + 20 yds/level Casting Time: 1 segment
 Duration: 2 hours + Saving Throw: None
 ½ hour/level
 Area of Effect: Special

Explanation/Description: This spell creates a mote of light completely under the caster's control. The light shed by the mote can be increased or decreased at the caster's will, ranging from the brightness of a *light* spell to the dim glow of a candle. The *werelight* can flit about from place to place as the caster directs, as long as it stays within the range of the spell. The *werelight* could be called upon to hang over the caster's head as a convenient reading light. The *werelight* spell cannot be attached to an object or creature. It can only exist as a mote hanging in the air. The material component is a live firefly.

Nystul's Flash (Evocation)

Level: 1 Components: V, S
 Range: 30 yds + 5 yds/level Casting Time: 1 segment
 Duration: Instantaneous Saving Throw: Special
 Area of Effect: 10' radius globe

Explanation/Description: This spell creates a sudden flash of bright light in a 10' radius globe. All creatures within the area of effect who fail a save versus spells are blinded for 1d4 rounds. Those who make their saving throw are merely dazed for 1d4 rounds, suffering a -2 penalty on all hit rolls. They are also off-balance in melee, so any attack made against a dazed creature has a +2 hit modifier. Creatures outside the globe facing the *flash* do not suffer any ill effects. Creatures without eyes are not affected by the spell.

Nystul's Blackmote (Evocation)

Level: 2 Components: V, S, M
 Range: 30 yds + 5 yds/level Casting Time: 1 round
 Duration: Special Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell summons a microscopic mote of energy from the Negative Material Plane to the caster's hand. The caster must immediately roll a saving throw versus death magic at +2 to be able to control the *blackmote*. If the caster saves, the *blackmote* will lie dormant in the mage's hand for one round, building up power. The caster can do nothing else during this period, as he or she must concentrate fully on the *blackmote*. If the caster's concentration is broken during this time, the *blackmote* is dispelled. At the end of the round, the spell is at full power, and the *blackmote* can be hurled at a creature within the range of the spell. The *blackmote* automatically strikes, exploding in a burst of darkness and cold, inflicting 2d6 damage plus one point of damage per level of the caster. Undead and creatures from the Negative Material Plane or lower outer planes are unaffected by a *blackmote*. If the caster fails the initial save versus death magic, the mage loses control of the mote. It immediately explodes in the caster's hand, inflicting one point of damage and paralyzing the mage for 1d4 rounds. The material component is a sliver of bone taken from an undead skeleton.

Nystul's Blazing Beam (Evocation)

Level: 2 Components: V, S
 Range: 30 yds + 10 yds/level Casting Time: 2 segments
 Duration: Instantaneous Saving Throw: Special
 Area of Effect: One creature

Explanation/Description: This spell draws a parcel of energy from the positive material plane to the caster's hand, which can be fired in a ray 1' wide and up to 30' 10'/level of the caster in range. Except for undead, a creature struck by the *beam* is entitled to a saving throw. A creature that successfully saves is struck by a glancing shot and is only dazed for 1d4 rounds, suffering a -2 penalty on hit rolls and a +2 penalty to armor class. A creature that fails is struck full in the face by the beam and is blinded for 2d4 rounds, suffering a -4 penalty on hit rolls and a +4 penalty to AC. An undead creature struck by the beam is not entitled to a save, and is not dazed or blinded, but suffers 4d6 points of damage.

Nystul's Crystal Dagger (Evocation-Conjuration)

Level: 2 Components: V, S, M
 Range: 0 Casting Time: 2 segments
 Duration: 2 rounds plus 1 Saving Throw: None
 round/level
 Area of Effect: Special

Explanation/Description: This spell summons into the caster's hand a dagger composed of material from the quasi-elemental plane of mineral, strongly infused with energy drawn from the Positive Material Plane. The *crystal dagger* has no hit bonus and inflicts 1d4 +2 points of damage to opponents struck in melee. Against undead and creatures from the lower outer planes, the *dagger* inflicts 1d4 +3 points of damage. If the *crystal dagger* does maximum damage to an undead or a lower plane creature, that monster is paralyzed for the next melee round and the dagger vanishes. The material component is a tiny dagger made from fine lead crystal, worth 250 g.p.

Nystul's Crystal Dirk (Evocation-Conjuration)

Level: 3 Components: V, S, M
 Range: 0 Casting Time: 3 segments
 Duration: 3 rounds + 1 Saving Throw: None
 round/level
 Area of Effect: Special

Explanation/Description: This spell creates a weapon similar to that described in the 2d-level *crystal dagger* spell. The *dirk* is faintly magical, granting a +1 bonus on attack rolls. The *dirk* does 1d4 + 2 points of damage when it hits. Against undead and monsters from the lower outer planes, the *dirk* does 1d4 + 3 points of damage on a successful hit. If the *crystal dirk* scores maximum damage, the monster will be paralyzed until the end of the next round following the hit. The material component is a tiny dagger made from lead crystal worth 350 g.p.

Nystul's Expeditious Fire Extinguisher (Evocation)

Level: 3 Components: V, S, M
 Range: 20 yds/level Casting Time: 1 segment
 Duration: 1 segment Saving Throw: Special
 Area of Effect: Special

Explanation/Description: This more powerful version of the *affect normal fires* spell enables the caster to quickly extinguish a large fire. When the spell is cast, anti-energy from the quasi-plane of ash is momentarily drawn down upon the fire. An area of non-magical fire up to 10 feet by 10 feet per level of the caster can be put out in just one segment, so the spell is ideal for combatting forest and brush fires. The spell is less effective against magical fire. The

chance of extinguishing a magical fire is only 60%, and a maximum area of 10 yards by 10 yards, regardless of the level of the spellcaster, can be snuffed. The spell has no effect on a fire-based creature or flames emanating from a creature's body, such as fire elementals, fire grue, or the type VI demon. The material components for the spell are a pinch of cold ash mixed with salt.

Nystul's Golden Revelation (Alteration)

Level: 3 Components: V, S, M
Range: 0 Casting Time: 3 segments
Duration: 5 rounds/level Saving Throw: None
Area of Effect: 30' wide cone 60' long

Explanation/Description: With this spell, the mage can reveal hidden, concealed, or invisible creatures within the conical area. The concealed creature will be surrounded with an aura of golden light, shining out in a 1-foot diameter about the creature, making it easily seen. The mage can make a full 360 degree sweep-search of the area in one round. The spell might reveal a thief hiding in shadows, a barbarian concealed in natural terrain, or a creature hiding behind an obstacle. The spell creates a glow around an invisible, out-of-phase, ethereal, duo-dimensional, or astral being in the area of effect, as well as a creature using a *cloak of elvenkind*, *robe of blending*, or *ring of chameleon power*. A saving throw against being affected by the *golden revelation* is not permitted, although successful magic resistance protects a creature from being outlined by the spell. The material component is a box wrapped with waxed parchment, containing a glowworm.

Nystul's Radiant Baton (Evocation)

Level: 3 Components: V, S, M
Range: 0 Casting Time: 3 segments
Duration: 1 round/level Saving Throw: None
Area of Effect: Special

Explanation/Description: When the mage casts this spell, it summons into the caster's hand a slender baton formed from energy drawn from the quasi-elemental plane of radiance. The *baton* can be one of the seven colors of the rainbow as the caster chooses. The attack form of the *baton* will correspond to the color chosen, being similar to the attack of a *radiance quasi-elemental creature*, as follows:

Red baton: cold energy (+1 damage to fire-based creatures, no damage if cold-based)
Orange baton: heat energy (+1 damage to cold-based creatures, no damage if fire-based)
Yellow baton: acid damage (save vs spells to take no damage)
Green baton: neutralize poison (per cleric spell)
Blue baton: electrical energy (+10 damage to metal armored enemy)
Indigo baton: undead specific (Only undead harmed)
Violet baton: vegetation specific (only plants harmed)

The *baton* will do a base 2d4 points of damage plus one point of damage per level of the caster when a hit is scored. The type of damage corresponds to the color of the *baton*. The color of the *baton* is chosen during casting, and cannot be changed thereafter. Creatures are allowed no saving throw versus the effects of the *radiant baton*. The baton automatically hits any creature that successfully strikes the caster in that melee round, otherwise the caster must use his own THACO to determine a successful strike on an enemy.

The material components are a crystal prism (which shatters after the spell) and a set of seven small, silver rods.

Nystul's Blacklight Burst (Evocation)

Level: 4 Components: V, S, M
Range: 10 yds/level Casting Time: 4 segments
Duration: Instantaneous Saving Throw: Special
Area of Effect: 20' radius sphere

Explanation/Description: This risky spell brings forth a blast of energy from the Negative Material Plane for an instant. Those within the area of effect suffer 1d4 points of damage per level of the caster, or only half damage if a save vs. death magic is successful. Affected creatures who fail their save will also be *slowed* (as the spell) for 1d4 rounds. Creatures from the Positive Material Plane or upper outer planes take an additional point of damage per level of the caster, and the saving throw is made at -2. Such creatures who fail their save will also be stunned for 1d4 rounds, rather than slowed. There is always a 10% chance that the mage will lose control of the spell and be affected by its attack, as a ray from the area of effect bounces back to strike the caster. Undead are never affected by the spell. The material component is a bit of earth taken from the grave of a ghoul or ghast.

Nystul's Grue Conjuraton (Conjuration/Summoning)

Level: 4 Components: V, S, M
Range: 60 yds Casting Time: 1 turn
Duration: 3 rounds/level Saving Throw: None
Area of Effect: Special

Explanation/Description: This spell, which is actually a group of four risky spells, will summon one grue—harginn, ildriiss, chaggrin, or varrdig—from one of the four elemental planes:

Air—Incense
Earth—Soft Clay
Fire—Sulfur
Water—Sea Water

These material components must be used when summoning the grue desired. The type of grue to be summoned must be decided before the caster memorizes the spell. Grue are notoriously untrustworthy and difficult to control, so the caster must rely on more than just concentration to keep the grue under his command. As soon as the grue is summoned, it will demand a payment from the caster for its service. The payment offered must be at least 500 g.p. worth of goods of interest to the grue, or the grue will be angered and immediately attack the caster. If the grue is satisfied with the offer, it will grudgingly perform one service for the caster for the duration of the spell. The grue will try to subvert or openly disobey the caster's orders if the grue finds them unpleasant.



Nystul's Lightburst (Evocation)

Level: 4 Components: V, S, M
Range: 10 yds/level Casting Time: 4 segments
Duration: Instantaneous Saving Throw: Special
Area of Effect: 20' radius sphere

Explanation/Description: This spell summons a burst of energy from the Positive Material Plane. All creatures within or facing the sudden blaze of energy are blinded for one round, with no saving throw. Creatures without eyes cannot be blinded. In addition, all undead, creatures from the Negative Material Plane, or beings from the lower outer planes within the area of effect take 1d6 points of damage per level of the caster. Such creatures suffer only half damage if they make their saving throw, but undead make their save at -2.

The material component is a small, solid gold orb worth 500 g.p. It is destroyed after the spell dissipates.

Nystul's Enveloping Darkness (Evocation-Alteration)

Level: 5 Components: V, S, M
Range: 0 Casting Time: 5 segments
Duration: 5 rounds + 2 Saving Throw: None
 round/level

Area of Effect: 20' radius globe about the caster

Explanation/Description: This spell creates a zone of impenetrable darkness around the mage 20 feet in radius. Although the caster can see in and through the zone of darkness without trouble, all others cannot see through the *envelope*, not even with *infravision* or *ultravision*. In addition, a distortion exists within the globe, appearing as if the caster has the power of displacement as a *displacer beast*. The caster is attacked at -2, in addition to the darkness penalty.

Nystul's Instant Daylight will negate the spell. The material components are a drop of pitch, a whisker from a black cat, and a bit of fur from the coat of a displacer beast.

Nystul's Radiant Arch (Alteration)

Level: 5 Components: V, S, M
Range: 10 yds/level Casting Time: 1 round
Duration: Special Saving Throw: Half damage
Area of Effect: One creature

Explanation/Description: This spell creates a glimmering rainbow of light that arches between the caster's open hands. Once the rainbow takes form, the caster can choose to fire a ray 1 foot wide from the rainbow, aimed at one creature up to 10 feet away per level of the mage. The ray can take the form of one of the seven colors of energy drawn from the quasi-plane of radiance.

Red: cold energy (+1 damage to fire-based creatures, no damage if cold-based)

Orange: heat energy (+1 damage to cold-based creatures, no damage if fire-based)

Yellow: acid damage (save vs spells to take no damage)

Green: neutralize poison (per cleric spell)

Blue baton: electrical energy (+10 damage points to metal armored enemy)

Indigo: undead specific (only undead harmed)

Violet: vegetation specific (only plants harmed)

The ray will inflict 1d6 points of damage per level of the caster, of a type corresponding to the color of the ray. If the creature makes its save, only half damage is suffered.

The mage must concentrate to keep the *radiant arch* active, so any attack that breaks the caster's concentration will dispel the rainbow and prevent the caster from launching a ray. The material components are a crystal prism (which breaks after the spell) and a small black board with a pinhole through the center.



Otiluke's Spells

Otiluke's Bubbling Buoyancy (Alteration)

Level: 1 Components: V, S, M
 Range: 20 yds/level Casting Time: 1 segment
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: 100 pounds/level

Explanation/Description: By the use of this spell, the mage can allow normally non-buoyant objects to float upon a layer of small crystal bubbles filled with air. Up to 100 pounds of matter per level of the caster can be made to float, including gold, lead, stone, or a living creature. An object that has sunk can be raised to the surface if the object is within the spell's range. The material components are a small cork and a pinch of bromine salt.

Otiluke's Smoky Sphere (Evocation)

Level: 1 Components: V, S, M
 Range: 60 yds Casting Time: 1 segment
 Duration: 1 round Saving Throw: Negative
 Area of Effect: 10' radius globe

Explanation/Description: This spell summons into the caster's hand a small crystalline sphere filled with a gray, hazy mass. The smoke sphere can be thrown as far as 60 feet away from the caster as a grenade-like missile. The sphere shatters when it hits, filling an area 10 feet in radius with harsh, irritating smoke. Unless a save versus poison is made, all creatures within the area of effect will suffer a fit of coughing, gasping, and choking for 1d4 + 1 rounds. The affected creatures attack and make saving throws with a -2 penalty until the fit passes, and any spell with a verbal component has a 30% chance of failure when cast by a coughing spellcaster. The smoke cloud disperses and becomes harmless after one round. The sphere must be used within three rounds of casting or the substance becomes inert and useless, and the crystal sphere disintegrates. If the smoke sphere is shattered before it is thrown, the smoke cloud will affect the caster. The material component is a charred stick or piece of charcoal and a small, hollow glass ball.

Otiluke's Boiling Oil Bath (Evocation-Conjuration)

Level: 2 Components: V, S, M
 Range: 60 yds Casting Time: 2 segments
 Duration: 1 segment Saving Throw: Negative
 Area of Effect: One creature

Explanation/Description: This spell creates a cauldron-shaped container of force filled with boiling oil, which appears over the target's head. The cauldron will dump its contents onto the creature unless a save versus spells is made. Success with the saving throw means the creature is aware of the cauldron's sudden appearance and leaps clear before the oil is poured. A creature who fails the save takes the full dose of boiling oil, suffering 3d4 heat damage. The material components are a few drops of oil and a pinch of sulfur.

Otiluke's Acid Cloud (Evocation)

Level: 3 Components: V, S, M
 Range: 60 yds Casting Time: 3 segments
 Duration: 1 round/2 levels Saving Throw: Special
 Area of Effect: 30' diameter globe

Explanation/Description: This spell creates a small crystalline sphere filled with a yellowish-brown mist. The crystal can be held for as long as the caster likes, but the contents become useless after three rounds. The sphere can be thrown up to 20 yards as a grenade-like missile. When the sphere shatters, the mist is released, filling the air in a 30-foot radius with yellowish acid fumes. Everything with-

in the area of effect is affected as if placed in an acid bath. All creatures within the fumes will take 4d4 points of acid damage immediately, with no save allowed, and will suffer 1d4 points of damage for every additional round of exposure to the fumes. All objects touched by the acid fumes must make a saving throw versus acid or be eaten away. For every additional round of exposure to the fumes, an item must save again. The atmospheric acid bath will remain in existence for one round for every two levels of the caster, but any winds or rains or turbulent atmospheric conditions will negate the spell. The material component is a small vial of diluted aqua regia ("royal water").

Otiluke's Force Umbrella (Evocation)

Level: 3 Components: V, S, M
 Range: 50 yds Casting Time: 3 segments
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell creates a broad, bowl-shaped dome of force over the caster's head, 10 feet in radius, shimmering violet in appearance. The dome will follow the caster wherever he or she travels. The dome will not only shield the caster from rain, sleet, or snow, but also against physical or magical attacks from above, such as siege missiles, giant-hurled boulders, or a breath weapon from a flying dragon. The *force umbrella* provides a +4 saving throw bonus against magical attacks from above, and a -6 armor class bonus against physical attacks from above. The umbrella will also deflect 75% of arrow or bolt attacks from above or a high angle of indirect fire, such as a volley of arrows. It will conform to restricted spaces and allow the caster to move through narrow openings. The material components are a miniature umbrella made of wood and leather and a pinch of diamond dust.

Otiluke's Steaming Sphere (Evocation)

Level: 4 Components: V, S, M
 Range: 60 yds Casting Time: 4 segments
 Duration: 1 round/2 levels Saving Throw: Special
 Area of Effect: 30' radius globe

Explanation/Description: This spell creates a small crystalline *sphere* filled with hot steam in the caster's hand. The mist within the *sphere* will remain active for three rounds. The *sphere* can be hurled up to 60 yards away from the caster. When the *sphere* hits a solid surface, it instantly shatters, freeing the contents and filling an area 30 feet in radius with thick steam. It does 4d4 points of heat damage per round of exposure to the steam, with no save permitted.

The steam totally obscures vision, reducing visibility to only 30 feet in front of an affected creature. Creatures within the area of effect of the steam bath will also be disoriented, making it difficult for creatures to find their way out of the steam bath. Each round a creature is within the steam cloud, the creature must make a save versus spells to escape from the cloud. A creature who saves will emerge from the steam bath in a random direction; Imagine a clock face and *roll 1d12 to find the direction in which the creature escapes*. If the saving throw is failed, the creature stumbles around in the steam bath for another round. The material components are a few drops of pure water, a pinch of dust, and a bit of sulfur.

Otiluke's Dispellng Screen (Evocation-Abjuration)

Level: 5 Components: V, S, M
Range: 5 yds/level Casting Time: 5 segments
Duration: 1 round/level Saving Throw: None
Area of Effect: 20' square

Explanation/Description: This spell creates a shimmering screen of violet energy. As with other such screens, the *dispelling screen* can be shaped as the caster wishes. Any creature passing through the screen is affected by *dispel magic* with the same level of effectiveness as that spell cast by the mage, and is affected by *dispel illusion* as if cast by a mage two levels of experience lower than the caster. Thus, creatures possessing some form of enchantment who pass through the *dispelling screen* often come out weaker than when they started. The material components are a sheet of fine lead crystal and a chrysolite gemstone worth 1,000 g.p., which vanish after the spell is cast.

Otiluke's Electrical Screen (Evocation)

Level: 5 Components: V, S, M
Range: 5 yds/level Casting Time: 5 segments
Duration: 5 rounds/level Saving Throw: Special
Area of Effect: 20' square/level

Explanation/Description: This spell creates a shimmering screen of electrical energy that can be shaped into a wall, hemisphere, or sphere, with a 20-foot diameter, as the caster wishes. It is always immovable. Any creature passing through the *electrical screen* will suffer a strong shock. Unless the creature makes its save, it will suffer 1d4 points of damage, lose any dexterity bonuses for 1d4 +1 rounds due to numbness, and suffer a -2 penalty on attack rolls for an equal amount of time. Creatures who make their saving throw take no damage and suffer no penalty on their dexterity, but are mildly numbed and hit at -1 for 1d4 +1 rounds. Creatures wearing metal armor save at -4 when passing through the screen. The material components are a bit of fur, a glass rod, and a thin sheet of fine crystal, all of which vanish after the spell is cast.

Otiluke's Polar Screen (Evocation)

Level: 5 Components: V, S, M
Range: 5 yds/level Casting Time: 5 segments
Duration: 5 rounds/level Saving Throw: Special
Area of Effect: 20' square/level

Explanation/Description: This spell creates a misty, bluish-white screen of energy that can be shaped to form a wall, hemisphere, or sphere dimension. Any creature passing through the *polar screen* will be affected as if the creature suddenly passed through a freezing blizzard. Any creature who fails a saving throw versus spells will be coated with ice crystals for 1d4 +1 rounds until the crystals melt away, during which time the creature suffers one point of cold damage per level of the caster. The creature is also severely chilled, suffering a -4 attack penalty until the ice melts. A creature who makes the saving throw is only affected by the ice crystals for one round, but is affected in the same way as those who fail the save. A *melt* spell will dispel the ice crystals from a creature's body, while a *fireball*, but no other flame, will destroy the polar screen. The material components are a thin sheet of fine lead crystal and a few bluish-white quartz crystals, all of which vanish after the spell is cast.



Otiluke's Radiant Screen (Evocation)

Level: 5 Components: V, S, M
Range: 5 yds/level Casting Time: 5 segments
Duration: 2 rounds/level Saving Throw: None
Area of Effect: 20' square

Explanation/Description: This spell creates a screen of energy drawn from the quasi-elemental plane of radiance. The *screen* can be up to 20' square, and can be shaped into a wall, hemisphere, or sphere as the caster orders. The *radiant screen* can be one of the seven colors of the rainbow, each color exhibiting a different form of energy identical to the colors of *Nystul's radiant baton*.

Red energy: cold energy (+1 damage to fire-based, none if cold)

Orange energy: heat energy (+1 damage to cold based, none if fire)

Yellow energy: acid damage (save vs spells or take +2 splash)

Green energy: neutralize poison

Blue energy: electrical energy (+10 damage to metal armored)

Indigo energy: undead specific (only undead harmed)

Violet energy: vegetation specific (only plants harmed)

The *screen* will affect anything passing through it as if the creature were being attacked by energy or matter of the type determined by the *screen's* color. The caster can change the color of the *screen* from round to round at will, but only one color per round can exist. The *radiant screen* will inflict two points of damage per level of the caster. Cold-based creatures will take three points of damage per level of the caster when passing through the orange *screen*, while fire-based creatures will suffer three points of damage per level from the red *screen*. The material components are a crystal prism, a beryl gemstone worth at least 500 g.p., and a thin sheet of fine crystal colored the seven colors of the rainbow, all of which vanish after the spell is cast.

Otiluke's Diamond Screen (Evocation)

Level: 6 Components: V, S, M
Range: 5 yds/level Casting Time: 6 segments
Duration: 2 rounds/level Saving Throw: None
Area of Effect: 20' square

Explanation/Description: This spell creates a glittering screen of energy of any color chosen by the caster. All creatures passing through the *screen* will be attacked by a multitude of razor-sharp blades made of substance drawn from the quasi-plane of mineral. Each creature suffers 3d20 points of damage no matter what its armor class. The spell can be shaped into anything the caster wishes. The material component is a collection of sharp diamond chips worth at least 5,000 g.p., and these vanish after the spell is cast.

Otiluke's Excruciating Screen (Evocation)

Level: 6 Components: V, S, M
Range: 5 yds/level Casting Time: 6 segments
Duration: 3 rounds/level Saving Throw: Special
Area of Effect: 20' square/level

Explanation/Description: This spell creates a misty grey screen which can be shaped into a wall, hemisphere, or sphere, within the designated dimension, as the caster directs. Any creature passing through this screen is affected as if the creature were momentarily transported to one of the four negative quasi-elemental planes. The plane which will affect creatures touching the screen must be chosen when the spell is memorized. Any creature passing through the *excruciating screen* must make a save versus death magic. Those who fail will be stunned for 1d4 rounds and suffer 4d4 points of damage due to the shock and pain. Creatures who make the save suffer a -1 on all saves for 1d4 rounds.

The four planes that can be simulated by the screen and the screen's particular effect are described below.

Vacuum: The shock caused is due to asphyxiation. Creatures who do not need to breathe are unaffected by the screen.

Salt: The shock is the result of body moisture drawn from the creature. Creatures without body fluids will not be affected, such as golems, undead, or beings from the elemental planes of earth, fire, or air.

Ash: The shock is caused by a loss of the creature's body heat. Undead and cold-based creatures are unharmed by the screen.

Dust: The shock is produced by having part of a creature's solid body mass dispersed. Creatures of a gaseous or liquid form will not be harmed by this screen.

The material components are a crystal sheet and a hollow sphere, lump of salt, pinch of ash, or bit of dust, depending on the type of screen.

Otiluke's Orb of Containment (Evocation)

Level: 6
Range: 30 yds
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell is used to create a useful container for very dangerous substances. When the caster has an object or substance to be contained, the spell can be cast to create a crystal sphere 6 inches in diameter, up to 30 yards away from the caster. The crystal *orb* will surround the object or part of a semi-liquid substance and hold it securely. The interior of the *orb* has the hardness of adamantite steel, so even the most volatile or corrosive of substances will be held safely. Time within the *orb* is frozen, so the substance held will not age. The *orb* cannot be shattered by physical force or most magical attacks, although a *dispel magic* or *disintegrate* spell can destroy the *orb* and free its contents.

The *orb of containment* will exist for one day, after which it fades out, freeing the contents. If the spell is cast again before the *orb* fades, the spell will be renewed and the *orb* will continue for an additional day without disturbing the contents. The material components are a diamond worth 1,000 g.p. encased in glass, both of which shatter when the spell is cast.

Otiluke's Death Screen (Evocation-Alteration)

Level: 7
Range: 5 yds/level
Duration: 1 round/level
Area of Effect: 20 feet square

Components: V, S, M
Casting Time: 7 segments
Saving Throw: Special

Explanation/Description: This spell calls into existence a grey, misty screen shaped as the caster wills. Any creature passing through the screen will suddenly find itself trapped in a mysterious zone of nil-space where the creature is subject to anti-energy drawn from one of the four negative quasi-planes. For every round the creature is trapped, it will lose 25% of its current hit point total, dropping to 0 hit points at the end of the 4th round if the creature fails to escape. The creature will be dead with -10 hit points at the end of the 5th round. For every round a creature is trapped, it is entitled to a saving throw versus death magic. Success indicates the creature escapes back into the prime material plane, emerging from the side of the screen opposite the side entered. The saving throw to escape is made at -1 in the 1st round, -2 in the 2d, -3 in the 3d, and -4 in the 4th round.

If the spell ends before a creature escapes or dies, the creature is released onto the material plane as the screen disappears, as if the creature had escaped on its own. A creature

re-emerging onto the prime material plane, injured but alive, is stunned for 1d4 rounds as it recovers from the effect of the life-draining zone. Those imprisoned in the zone may heal themselves and use any other magics, but can't escape unless they make saving throws for the zone. The material components are a sheet of lead crystal, earth from a vampire's coffin, and a hollow sphere (for vacuum).

Otiluke's Fire and Ice (Evocation)

Level: 7
Range: 50 yds
Duration: Instantaneous
Area of Effect: 30' radius globe

Components: V, S, M
Casting Time: 7 segments
Saving Throw: Special

Explanation/Description: When the spell is cast, a red crystal sphere immediately appears before the caster, then flies away at great speed toward an area targeted. A split-second later, a blue crystal sphere appears and quickly follows behind the red sphere. When the red sphere reaches the area chosen by the caster, it explodes in a fireball 30 feet in radius, inflicting 4d4 points of fire damage to all within the area of effect. A successful saving throw will reduce the damage by one-half. A split-second later, the blue sphere explodes in the same area of effect, causing 4d4 points of cold damage to all within a 30 foot radius. Those who made the save versus fire will also take only one-half damage from the cold blast, but those who failed the save take full damage from the cold. The greatest effect of the one-two attack combination is the tremendous shock inflicted on inanimate objects by the radical change in temperature. All items in the area of effect must save as non-magical items. Failing this save will probably cause the materials to crack or shatter. The material components are a pinch of phosphorus and a small quartz crystal.

Otiluke's Siege Sphere (Evocation)

Level: 7
Range: Touch
Duration: 1 turn
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell creates a large, boulder-sized sphere of force that can be fired by a catapult. The *siege sphere* will last for one complete turn before it fades out of existence, so it must be fired within one turn of the spell's casting. The *siege sphere* can take several different forms, and the type of sphere to be created must be decided when the spell is memorized. The *siege sphere* is as hard as adamantite steel before it is launched, and can only be destroyed by a *wish*, *dispel magic*, or *disintegrate*. After the sphere is fired, it will take on a different form that depends on the attack type of the sphere. Regardless of the form that the attack takes, the *siege sphere* is dispelled after it performs its attack. Different types of *siege spheres* are described below.

Liquid Fire: When the sphere strikes its target, it instantly shatters, spraying a mass of liquid fire over an area 30 feet in radius. All combustibles in the area of effect will be ignited. Any creature struck by the liquid fire will take 2d4 points of damage per round for 2d6 rounds unless the fire is doused or the burning fluid is washed off. The material components for this form are a drop of pitch, a bit of phosphorus, and a pinch of diamond dust.

Crystal Shards: This *siege sphere* splinters apart 30 feet above the ground, raining down crystal shards in a 20-foot-radius circle. Each creature in the area affected will take 5d6 points of damage regardless of its armor class. The material component is a sample of sharp diamond flakes.

Wrecking Ball: Upon nearing its target, the *sphere's* density dramatically increases so it strikes with three times the impact (and damage) of a heavy catapult. The material components are a lodestone and a pinch of diamond dust.

Otto's Spells

Otto's Chime of Release (Alteration)

Level: 1 Components: V, S, M
Range: 60 yds Casting Time: 1 segment
Duration: 1 segment Saving Throw: None
Area of Effect: One creature

Explanation/Description: When this spell is cast, a delicate chime rings out, the vibrations of which will release any form of nonmagical bonds holding a single creature or person. Ropes will be untied, chains and shackles loosened, leather straps unbound, a gag undone, or a wooden stock will be opened by the chime. The spell can even be used to release a bit and bridle on a horse, freeing the mount from a rider's direct control. The material component is a small brass tubular chime, which disappears when the spell is cast.

Otto's Soothing Vibrations (Enchantment/Charm)

Level: 2 Components: V
Range: 60 yds Casting Time: 2 rounds
Duration: 1 round/level Saving Throw: Special
Area of Effect: 20'-radius sphere

Explanation/Description: As the mage casts the spell, all creatures in the area of effect begin to hear soothing vibrations that cause them to pause and listen. As the music continues, the creatures feel the mage broadcasting peaceful, kindly thoughts to them. The creatures will do nothing for one round until the mage is finished casting the spell. Thereafter, all animals in the area of effect of semi-intelligence or lower will feel kindly to the mage, and show no aggression or fear unless attacked first. All other creatures are entitled to a saving throw at +2 to avoid the spell's lulling effect. All animals and those creatures who fail the save are more susceptible to charm spells cast before the spell's duration ends, and suffer a -2 penalty against any charm spell cast upon them, such as *animal friendship*, *charm person* or *mammal*, or *charm monster*. There is no somatic or material component to the spell, just the soothing, vibrating voice of the caster.

Otto's Tones of Forgetfulness (Enchantment/Charm)

Level: 2 Components: V, S, M
Range: 10 yds/level Casting Time: 2 segments
Duration: 1 turn/level Saving Throw: Special
Area of Effect: One creature

Explanation/Description: When the mage casts this spell, the ears of the target creature are filled with exotic tones no one else can hear. Unless the creature makes its saving throw, the creature will lose all memory of non-weapon proficiencies known by the creature, and any attempt to use such a proficiency will meet with automatic failure. If the creature's save is successful, the creature merely suffers a +2 penalty to the chance of success with a non-weapon proficiency for the duration of the spell. The material components are a string from a sitar and a wooden mallet.

Otto's Crystal Rhythms (Enchantment/Charm)

Level: 3 Components: V, S, M
Range: 10 yds/level Casting Time: 3 segments
Duration: 2 rounds/level Saving Throw: Negates
Area of Effect: One creature

Explanation/Description: Unless the victim of this spell makes its saving throw, the creature's ears will be filled with the sound of energetic crystal chimes that no one else can hear. The creature will immediately drop anything in its hands and begin clapping, so the creature cannot use its hands for anything else. Spells requiring a somatic component cannot be cast, thieving skills cannot be performed, tools cannot be used, and weapons cannot be wielded by the clapper. Obviously, only creatures that have hands will be affected, and any creature with more than one pair of hands will clap along with as many hands as the creature has. The material components for the spell are a pair of crystals worth 500 g.p. that vanish after the spell is cast.

Otto's Sure-Footed Shuffle (Alteration-Enchantment/Charm)

Level: 3 Components: V, S, M
Range: 30 yards Casting Time: 3 rounds
Duration: 1 turn Saving Throw: None
+ 1-6 turns/level

Area of Effect: All creatures within range

Explanation/Description: When this spell is cast, the listeners hear fiddle music for one round. Thereafter, the creatures are given the walking agility and sure-footedness of a mountain goat. The creature can climb an incline of up to 50 degrees with no trouble. In any situation where the creature might trip, slip, stumble, or lose his footing or balance, the creature is allowed a +4 bonus to a saving throw or -4 modifier to the creature's dexterity check to avoid falling, using whichever roll is applicable. The material components are a fiddle string and a sliver from the hoof of a mountain goat.

Otto's Drums of Despair (Enchantment/Charm) reversible

Level: 4 Components: V, S, M
Range: 20 yds/level Casting Time: 4 segments
Duration: 2 rounds/level Saving Throw: Special
Area of Effect: 400 square feet/level

Explanation/Description: This spell will create the sound of oppressively loud war drums in a large area, filling all creatures in the area of effect with feelings of dread and despair. The spell will cover an area at the direction of the caster, so a 10th level mage could affect an area 200 feet by 20 feet, 100 feet by 40 feet, or 50 feet by 80 feet. All affected creatures will be -2 on all attack, damage, and saving throws, and will suffer a -2 morale penalty. Creatures of 2 hit dice or less are not entitled to a saving throw to avoid the enchantment. Creatures of 2+1 to 4 hit dice make their save at -2, and creatures of 4+1 hit dice and higher roll an unmodified save. The material components are a pair of miniature bronze drums with onyx decorations, worth 1,000 g.p. in materials and workmanship, that vanish after the spell is cast.

The reverse of the spell, *Otto's rousing anthem*, produces a loud trumpet call that raises the spirits of all allied creatures in the same-sized area of effect. All affected creatures will be +1 on attack and saving throws, and NPCs will receive a two-point bonus on morale checks. The material component for the anthem is a set of four miniature silver trumpets trimmed with lapis lazuli, worth a total of 5,000 g.p., which vanish after the spell is cast.

Otto's Silver Tongue (Enchantment/Charm)

Level: 4 Components: V, S
Range: 0 Casting Time: 4 segments
Duration: 2 rounds/level Saving Throw: None
Area of Effect: The mage

Explanation/Description: When this spell is cast, the mage's voice takes on an enthralling sing-song tone that instantly catches the ear of any listener. Anything said by the caster will sound very convincing, as if the mage had a 19 charisma (+40% reaction adjustment). Any half-truth spoken by the caster has a 75% chance of sneaking past the notice of a listener using a *detect lie* spell and an outright lie has a 50% chance of not being discovered by *detect lie*.

Otto's Tin Soldiers (Alteration)

Level: 4 Components: V, S, M
Range: 10 yds Casting Time: 1 round
Duration: 5 rounds + Saving Throw: None
1 round/level
Area of Effect: Special

Explanation/Description: To use this spell, the caster must have a pair of small, tin soldiers appropriate for one of the four versions of the spell. When the spell is cast, rousing martial music fills the air as the tin soldiers grow to human size and come to life. The tin soldiers will obey all orders faithfully, even to the death. The type of soldiers that can be conjured into existence depends on the level of the caster, as follows.

7th level caster—two heavy infantryman: AC 4 (chain mail and large shield); Move 9"; HD 1+2; hp 8; #AT 1; Dmg 1d6 (spear or short sword); THAC0 18; AL N.

9th level caster—two heavy foot archers: AC 5 (chain mail); Move 9"; HD 2+2; hp 15; #AT 2 or 1 (long bow or short sword); Dmg 1d6 (arrow or short sword); THAC0 16; AL N.

12th level caster—two light cavalymen (if there is room for the horses): AC 6 (ring mail); Move 12"; HD 3+2; hp 23; #AT 2 or 1 (composite short bow or broad sword); Dmg 1d6 or 2d4 (arrow or broad sword); THAC0 16; AL N. They are riding light warhorses: AC 6 (leather barding); Move 21"; HD 2; hp 14; #AT 2; Dmg 1d4/1d4; THAC0 16; AL N.

14th level caster—two foot knights: AC 2 (plate mail and large shield); Move 6"; HD 4+2; hp 30; #AT 1; Dmg 1d10+3; THAC0 15; AL N.

The material components are the pair of soldiers worth 100 g.p. in workmanship and a miniature brass bugle worth 50 g.p., which vanish after the spell is cast.

Otto's Tonal Attack (Enchantment/Charm)

Level: 4 Components: V, S, M
Range: 20 yds/level Casting Time: 4 segments
Duration: 1 turn/level Saving Throw: Special
Area of Effect: One creature

Explanation/Description: This spell will cause a spell-using creature to temporarily lose the knowledge of how to cast all spells unless a saving throw is made. Clerics and druids make their saves at +2. If the save is successful, then any spell cast by the affected creature is reduced in effectiveness, as if the spell were cast by a character two experience levels lower for figuring spell range, area of effect, duration, or damage. The material components are a sitar string and a crystal mallet (1,000 g.p.), which vanish after the spell is cast.

Otto's Warding Tones (Enchantment/Charm)

Level: 4 Components: V, S, M
Range: 120 yds Casting Time: 4 segments
Duration: 1 round/level Saving Throw: None
Area of Effect: 50' by 50' square

Explanation/Description: All creatures affected by this spell will have their ears filled with loud tones only they can hear. The notes will drown out all other sounds, effectively making the creatures deaf, but also rendering the creatures immune to all sonic attacks, such as sirens' song, a banshee's wail, *drums of panic*, *drums of deafening*, or the first use of a *horn of blasting*. The material components are two lumps of bee's wax and a string from any orchestral string instrument.

Otto's Gong of Isolation (Enchantment/Alteration)

Level: 5 Components: V, S, M
Range: 10 yds/level Casting Time: 5 segments
Duration: 1 turn/level Saving Throw: Negates
Area of Effect: One creature

Explanation/Description: When this spell is cast upon a creature, the mind-numbing sound of an extremely loud gong fills its mind. If the creature makes a saving throw at -2, the creature is only stunned for one round. But if the save fails, the creature loses all normal sensory input into the mind. The creature cannot see, hear, feel, taste, or smell, effectively making the creature helpless. If the creature engages in melee, all attacks are made at -6 to hit, but the creature has no idea of what it is attacking or even if the attack succeeds. Telepathic communication with the creature is still possible, and the creature might receive information about the world through such a link. A *wish*, *heal*, or *restoration* spell will completely cure the condition. The material components are a miniature gold gong and tiny gold striker with a jade stone as its head, together worth 7,000 g.p. in materials and workmanship, which vanish after the spell is cast.



Rary's Spells

Rary's Empathic Perception (Divination)

Level: 1 Components: V, S, M
Range: 5 yds/level Casting Time: 1 segment
Duration: 3 rounds/level Saving Throw: None
Area of Effect: One creature per probe

Explanation/Description: This spell enables the caster to sense the basic emotions of a creature, person, or animal, such as fear, hunger, thirst, anger, pain, joy, or love. The spell will work on all creatures possessing a mind, but not automatons, golems, undead, or inhuman beings from other planes. Only one creature can be probed every five rounds, and the creature must be within the caster's line of sight, not behind a door or wall. A shielded mind cannot be probed empathically. The material component for empathic perception is a copper piece.

Rary's Aptitude Appropriater (Divination-Alteration)

Level: 2 Components: V, S
Range: Touch Casting Time: 1 round
Duration: 1 turn/level Saving Throw: Special
Area of Effect: Special

Explanation/Description: By using this spell, the mage can temporarily acquire the ability to use a nonweapon proficiency known to another creature. The caster must touch the creature already possessing the desired skill. If the creature is willing to transfer his knowledge of the proficiency, the transfer takes place without difficulty. If the creature is unwilling to transfer the proficiency, the creature is entitled to a saving throw versus spells to prevent the transfer from occurring. The creature touched does not lose his knowledge of the proficiency, but merely allows the caster to know the proficiency as well. Only nonweapon proficiencies can be transferred by the spell. Other skills, abilities, powers, or types of knowledge will not transfer. The mage's level of ability with the proficiency is exactly that of the original owner, even if the appropriate ability for the proficiency differs between the caster and creature.

Rary's Memory Alteration (Enchantment/Charm)

Level: 4 Components: V, S
Range: 60 yds Casting Time: 1 round
Duration: Special Saving Throw: Negates
Area of Effect: One creature

Explanation/Description: This more powerful version of the *forget* spell allows the mage to actively alter a part of a creature's memory. The portion of memory the caster can affect is limited to one specific event in the creature's life. The memory of a real event can be altered as the caster wishes. The mage could replace real facts about the event with false ones, or even place a completely new memory into the creature's mind, causing the creature to remember an event that never happened. The caster, however, is unable to remove a memory of an event in its entirety. There is no time limit on how far into the past an event can be altered. The creature is entitled to a save versus spells to avoid having his memory changed. A *heal*, *restoration*, or *wish* will correct any alterations made to a creature's memory.

Rary's Mind Scan (Divination)

Level: 4 Components: V, S
Range: 10 yds/level Casting Time: 4 segments
Duration: 5 rounds/level Saving Throw: Special
Area of Effect: One creature per probe

Explanation/Description: This spell allows for deeper study of an unshielded mind than *ESP* can accomplish. The caster can pick up the surface thoughts or emotions of a creature on the first round of the probe, read deeper thoughts or memories on the second through fourth rounds of study (allow save vs. spells), and all beginning with the fifth round. The caster may learn of a creature's dreams, suppressed memories, or primal desires. One major fact or subject can be learned or studied per round of deep probing. The limits on which topics can be probed are the same as for the *ESP* spell.

Rary's Spell Enhancer (Alteration)

Level: 4 Components: V
Range: Special Casting Time: Special
Duration: Special Saving Throw: None
Area of Effect: Special

Explanation/Description: This one-word spell will focus and increase the effectiveness of a spell cast by the mage. The *spell enhancer* is cast first, followed immediately by the spell to be enhanced, during the same round. The enhanced spell will strike with greater power, resulting in a -2 penalty to all saving throws made against the spell.

Rary's Mind Shield (Alteration)

Level: 5 Components: V, S
Range: Touch Casting Time: 1 round
Duration: 1 hour + Saving Throw: None
 1/2 hour/level
Area of Effect: Creature touched

Explanation/Description: This spell is used to protect a creature from intrusions into the mind. Spells or mental powers that can probe a mind have no effect on the creature. The creature makes its saving throw at +2 against all enchantment/charm magic that can affect thoughts, memories, or behavior—*charm*, *suggestion*, *quiet*, *emotion*, *fascination*, or others. The *mind shield* allows a saving throw at -2 to avoid a *geas* spell.

Rary's Replay of the Past (Divination)

Level: 5 Components: V, S
Range: 0 Casting Time: 1 turn
Duration: Special Saving Throw: None
Area of Effect: Special

Explanation/Description: This spell enables the caster to read the residual psychic impressions in a room or area, replaying a past event as an illusion that everyone in the area can see clearly. When an especially unusual or violent event occurs, it leaves behind psychic vibrations that remain for years. The more important the event, the stronger the psychic residue and the longer the impressions last. When the mage casts the spell, the strongest impressions currently in the area enter the caster's mind. The event that produced the psychic impressions is replayed in the caster's mind in real time, so the replay

takes as long to complete as the original event. The replay in the mind is crystal clear, so the caster can readily identify persons, creatures, or objects.

If the spell is cast again in the same area, the event that created the second strongest psychic impressions will be replayed. The caster can continue replaying past events, reading weaker and weaker psychic impressions, until all psychic residue in the area has been reviewed.

Rary's Superior Spell Enhancer (Alteration)

Level: 5
Range: Special
Duration: Special
Area of Effect: Special

Components: V
Casting Time: $\frac{1}{8}$ segment
Saving Throw: None

Explanation/Description: This *spell enhancer* increases the amount of damage caused by a spell cast by the mage. The one-word *spell enhancer* is cast first, followed by the attack spell to be enhanced. When the attack spell is launched, all saving throws versus the spell are made at -1. The spell inflicts an additional point of damage per die of damage of the spell, so a *fireball* inflicts 1d6 +1 point of damage per die. When a *magic missile* is cast after the *spell enhancer*, each missile does 1d4 +2 points of damage.

Rary's Telepathic Bond (Divination-Alteration)

Level: 5
Range: 2"
Duration: 2 turns/level
Area of Effect: Two or more creatures

Component: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: With this spell, the mage can forge a telepathic bond between two or more creatures with an intelligence of 6 or higher. The bond can only be established between willing creatures. The creatures involved need not all speak the same language to communicate via the bond. The telepathic bond can be placed upon one creature for every three levels of the caster, so a 16th level mage can forge a link among five creatures. Once the bond is formed, the creatures can stay in contact only if they remain on the same plane. No special power or influence is conferred through the bond. A *permanency* spell does not have the power to make a telepathic bond a life-long link, but a *wish* spell does, although no more than two creatures can be permanently bonded together in this way.

Rary's Urgent Utterance (Alteration)

Level: 6
Range: 0
Duration: Up to 24 hours
Area of Effect: One spell

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell empowers the mage to specially prepare another spell for quick casting in an emergency. *Urgent utterance* is cast first, followed by the spell to be readied, except for the last word of the spell. When the mage needs to cast the readied spell, the caster need only utter the final word of the spell. The utterance of the final word only takes one segment, saving much time on most spells. The readied spell will stay in the caster's mind for only one day before it atrophies and fades out of memory. No more than two readied spells can be in the caster's mind at any time. Almost any spell of level 6 or less can be readied for quick casting, except the following: *find*

familiar, magic mirror, conjure elemental, contingency, enchant an item, ensnarement, guards and wards, legend lore, Tenser's transformation, limited wish, simulacrum, true name, binding, permanency, succor, and wish. The material component is a sapphire worth 1,000 gold pieces, which is crushed when the spell is cast.

Rary's Protection from Scrying (Abjuration-Divination)

Level: 6
Range: Touch
Duration: 1 hour + $\frac{1}{2}$ hour/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell will protect a creature from all *scrying* attempts or intrusive divination. *Clairaudience, clairvoyance, ESP, empathy, telepathy, crystal balls, or a magic mirror* will not succeed in locating, detecting, or studying the protected creature. The creature will immediately become aware of the attempt, no matter how great the distance between the scryer and creature. If cast on himself, the mage has a 5% chance per level to divine the location of the scryer after one round of concentration. The scryer must save versus spells immediately or his identity will be revealed. *Detect evil/good* and *know alignment* will also not work on the affected creature. The material component is a star sapphire worth 5,000 g.p., which must be kept on the creature for the duration of the spell (and which vanishes after the spell).

Rary's Plane Truth (Divination)

Level: 7
Range: Special
Duration: 3 rounds + 1 round/level
Area of Effect: One creature per 2 rounds

Components: V, S
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell is a more precise and exacting version of *know alignment*. A creature's alignment will be revealed to the caster in the first round of study. With a second round of concentration, the creature's home plane is revealed. The deity or deities worshipped by the creature also become known to the mage. One creature can be studied for every two rounds of the spell's duration.



Tenser's Spells

Tenser's Eye of the Tiger (Alteration)

Level: 1 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 1 round/level Saving Throw: None
Area of Effect: Creature touched

Explanation/Description: By casting this spell, the mage can endow a creature with superior night vision equal to that of a great cat. The creature will be able to see in dim light up to a range of 30 feet and notice moving objects 60 feet away. Under conditions of total darkness, the creature can note moving objects slightly better. A creature who does not possess the blind-fighting proficiency is granted the proficiency while the spell is in effect, and a creature who already knows the art of blind-fighting will fight in the dark at only -1 to hit. The material components are a tiger's whisker and ground carrot.

Tenser's Steady Aim (Alteration)

Level: 1 Components: V, S, M
Range: Special Casting Time: 1 segment
Duration: 1 turn/level Saving Throw: None
Area of Effect: One person (fighters only)

Explanation/Description: This spell will aid a moving archer or crossbowman with a steady shooting hand. No matter how fast the archer is moving or how unsteady his motion, the fighter will suffer no attack penalty on shots made with device-propelled missiles. The spell provides no archery bonuses. The material component is a small coiled spring.

Tenser's Brawl (Alteration)

Level: 2 Components: V, S, M
Range: Touch Casting Time: 2 segments
Duration: 1 round/level Saving Throw: None
Area of Effect: Spellcaster

Explanation/Description: This spell grants the recipient greater prowess in weaponless combat. The fighter gains a +2 bonus to hit with all pummeling, grappling, or overbearing attacks. The fighter receives a +2 initiative bonus for pummeling attacks and a 10% bonus to stun an opponent. The fighter suffers no initiative penalty when performing a grappling attack, and any grappling hold achieved by the fighter is more secure, so the held creature attacks at -4. The material component for the spell is a bit of chest fur from a bear or gorilla.

Tenser's Hunting Hawk (Alteration)

Level: 2 Components: V, S, M
Range: Touch Casting Time: 2 segments
Duration: 1 round/level Saving Throw: None
Area of Effect: One arrow

Explanation/Description: When this spell is cast upon an arrow, the missile gains a special *dweomer* that changes the arrow into a *hunting hawk* as the arrow leaves the bow. The *hunting hawk*: AC 6; Move 33"; HD 1; hp 6; #AT 3; Dmg 1-2/1-2/1; THACO 19; AL N.

The *hawk's* first strike is a swooping attack, striking at +2 bonus to hit with its claw attacks doing double damage, but no beak attack is allowed. Thereafter, the hawk will continue to attack opponents as the caster orders, for one round per level of experience of the caster, or until the *hawk* is destroyed. If a magic arrow has *hunting hawk* cast upon it, then the *hawk* retains whatever magical bonuses the arrow had, including attack or damage bonuses, so a *hawk* formed from an *arrow* +2 will also be +2 on all attack and damage rolls. An *arrow of slaying* cannot be affected by the spell. When the spell's duration ends, the affected arrow disappears permanently. The material component is a wing feather.

Tenser's Deadly Strike (Alteration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 3 segments
Duration: 3 rounds + 1d6 Saving Throw: None
Area of Effect: Spellcaster

Explanation/Description: This spell improves the martial prowess of the caster. All melee attacks made by the caster are at the usual chance to hit, but every successful attack does maximum damage to the opponent for the duration of the spell. The spell will work in combination with any other magic that enhances fighting ability. The spell only affects hand-held melee weapons or hurled weapons, but not device-propelled missile weapons. The material component is a full set of tiger claws.

Tenser's Eye of the Eagle (Alteration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 1 turn/level Saving Throw: None
Area of Effect: Person touched (fighters only)

Explanation/Description: This spell endows a fighter with superior eyesight that also grants expert weapon use. The range of the person's vision is effectively doubled, even in combination with *infravision* or normal vision. This advantage dramatically improves accuracy at great distances. In addition, the fighter gains a +2 bonus to hit at the weapon's normal ranges. The material components are a few feathers from the head of an eagle and ground carrot.

Tenser's Flaming Blade (Alteration)

Level: 4 Components: V, S, M
Range: 2" Casting Time: 4 segments
Duration: 3 rounds + 1 Saving Throw: None
 round/level
Area of Effect: One dagger

Explanation/Description: This spell will endow a dagger with the power of flame or frost, as chosen by the caster. Each power has an effect as described below.

Flame: The blade ignites like a torch, casting light in a 30-foot radius. The flame will ignite any combustibles which the blade contacts. The blade gains no magical bonus, but will inflict an additional point of damage in melee. The blade does three additional points of damage against cold-based creatures, so a *flaming dagger* will inflict 1d4 + 3 damage to a yeti.

Frost: The blade glows with a cold blue aura that sheds light in a 10-foot radius. The blade has no magical bonus, but will do one extra point of damage when it hits. The frost blade will do three extra points of damage against a fire-based creature, such as a salamander or fire grue. The blade can also freeze up to one cubic foot of water per round when the blade is in contact with water.

The spell will have no effect on a weapon that already has a flame or frost capability. The material component for the spell is phosphorous to produce a *flame blade* or quartz crystal to create a *frost blade*.

Tenser's Giant Strength (Alteration)

Level: 4 Components: V, S, M
Range: Touch Casting Time: 1 turn
Duration: 3 turns/level Saving Throw: None
Area of Effect: Person touched

Explanation/Description: This improvement of the *strength* spell empowers the recipient with superhuman physical strength. The strength gained depends on the experience level of the caster, as shown below.

Mage's Level	Increase Strength To:
7th	16
9th	17
12th	18/01
13th	18/75
14th	18/90
15th	18/00
16th +	19

Those with strength already greater than the spell's effect get one more point of strength. Neither *permanency* nor a *wish* can make the strength permanent. The material component is a bit of hair from a giant or a titan.

Tenser's Master of Arms (Alteration)

Level: 4 Components: V, S, M
Range: Touch Casting Time: 4 segments
Duration: 1 turn/level Saving Throw: None
Area of Effect: Fighter touched (fighters only)

Explanation/Description: This spell, when bestowed upon a fighter, improves the fighter's skill with one melee weapon. A weapon with which the fighter is not proficient becomes a weapon of proficiency in the character's hands. A weapon of proficiency is treated as a weapon of specialization. There is no double weapon specialization allowed with the spell effect. The spell will only affect fighters and fighter sub-class characters. The material component for *master of arms* is a feather from a crane.

Tenser's Running Warrior (Alteration)

Level: 4 Components: V, S, M
Range: 60 yds Casting Time: 4 segments
Duration: 1 turn/level Saving Throw: None
Area of Effect: One person

Explanation/Description: This spell will improve a person's ability in a running battle. First, the person is granted a movement rate of 150 yards, regardless of the encumbrance of armor or goods carried by the character. Second, no matter how far the person moves during a melee round, the person is still entitled to the same number of melee attacks as he or she normally receives. If the character was entitled to 2/1 attacks per round, the fighter could now move 60 yards, attack one foe, move another 90 yards and attack a second creature. The material component is a bit of fur from a live wolf.

Tenser's Staff of Smiting (Alteration)

Level: 4 Components: V, S, M
Range: 0 Casting Time: 4 segments
Duration: 2 rounds/level Saving Throw: None
Area of Effect: The mage's staff

Explanation/Description: This spell increases the effectiveness of the caster's staff when used in melee. The spell will work only on non-magical staves. The spell adds a +1 bonus to hit and a +4 on damage rolls. The material component is a small iron bar.



Tenser's Primal Fury (Enchantment/Alteration)

Level: 5 Components: V, S, M
Range: 20 yds Casting Time: 5 segments
Duration: 1 round/level Saving Throw: None
Area of Effect: One person (fighters only)

Explanation/Description: This spell temporarily endows a fighter with a surge of rage and energy rivaling that of a berserker. Magical *fear* will not affect an enraged fighter. The fighter also receives a +2 bonus on attack and damage rolls, and gains an extra attack every other melee round, so an attack routine of 3/2 attacks becomes 2/1. The fighter also gains a temporary endowment of an extra 4d4 hit points, from which any damage is subtracted before the character's permanent hit point total is reduced. The spell does carry a risk, however, because the berserker rage is maintained throughout the duration of the spell. If all of a fighter's opponents are defeated before the spell expires, then the berserk fighter will turn on the nearest living creature, and continue attacking without regard for friend or foe until the spell expires. A *dispel magic* spell will immediately return a berserk fighter to his normal state. The material component is a bit of fur from a wolverine or a grizzly bear.

Tenser's Fortunes of War (Abjuration)

Level: 6 Components: V, S, M
Range: Touch Casting Time: 1 turn
Duration: Special Saving Throw: None
Area of Effect: Person touched (fighters only)

Explanation/Description: This spell grants one fighter a bonus of special luck in battle. The fighter is given one chance to avoid any one attack that would reduce the fighter to zero or fewer hit points, or against magic that would remove the fighter from battle by *turning to stone*, *paralysis*, *petrification*, *sleep*, *charm*, *fear*, *disintegration*, *death*, *power word*, or any other magical effect. The fighter is entitled to a saving throw to avoid defeat, even if a prior save failed. The fighter must make a saving throw versus death magic at -2. If this save succeeds, then the fighter miraculously avoids defeat. A damage attack that would normally reduce the fighter to zero hit points or less instead reduces the fighter's hit point total to one-half its current level; that is, a fighter with 17 hit points who takes 17 points of damage is reduced to 9 hit points. Any other attack which would cause instant defeat takes no effect if the death magic save is made. Regardless of the result of the save, the *fortunes of war* spell is immediately dispelled after the attack. The material component is a valuable sacrifice made to the fighter's patron war god, worth at least 5,000 g.p. in goods desirable to the deity.



Orantia's Spells

Audible Mouth (Alteration, Illusion/Phantasm)

Level: 4 **Components:** V, S, M
Range: Special **Casting Time:** 1 segment
Duration: Special **Saving Throw:** None
Area of Effect: One object

Explanation/Description: This spell gives a regular Magic Mouth spell Audible Glamour abilities. They are treated exactly like the original two spells for other purposes.

Arm Guard (Necromantic)

Level: 5 **Components:** S, M
Range: Touch **Casting Time:** 1 turn
Duration: 2 days/level **Saving Throw:** Negates
Area of Effect: Creature touched

Explanation/Description: This spell prevents a body part from leaving the body of the creature affected. Finger's hands, arms, legs, feet, toes, head, etc, cannot be cut off.

However, effects of certain normal and magical actions still apply. A vorpal sword, guillotine or executioners axe will still kill the character, though it is that the head no matter how often struck will not fall off. A character so killed will require Resurrection, Reincarnation, Wish, Alter Reality or similar magical means of post-mortem revivification if available.

Sharpness weapons and similar still have special effect, but the limb will not fly off. Note that the limb so struck is 'dead' and will be useless until a Regeneration, Heal, Limited Wish (or stronger) spell is cast on the limb. The limb is not paralyzed or petrified, so such counter-measures have no effect.

Helping Hands (Evocation, Conjunction/Summoning)

Level: 5 **Components:** S, M
Range: Spell Caster **Casting Time:** 2 segments per
Duration: 1 hr/level one set of hands
Area of Effect: Special **Saving Throw:** None

Explanation/Description:

The casting of this spell endows the caster with one additional pair of disembodied hands per 2 levels of ability. Thus, an 18th level Arch-Mage would have 9 pairs of helping hands emanating from about his or her body.

The Hands do not need to be told what to do, they intuitively know the caster's mind and goals and set about performing their duties as normal hands would.

The Hands will perform actions up to the caster's skill level and/or DEX score as relevant. The Hands are able to gather any materials needed from anywhere within one foot radius per level of Caster (18ft for 18th level). The hands can lift and carry as much as the Caster with each hand carrying an equal fraction thereof. i.e. Two hands = 50% total load each.

Helping Hands are only able to perform those manual tasks the caster is able to perform, excepting for the casting of spells and in physical combat defense or attacks, and do so at the Caster's STR and DEX abilities (plus magical alterations if any).

While Hands cannot wield a weapon, they are perfectly useful to ready darts or daggers and will always have material components at the ready in under one segment as any amount of Hands can dig through a pouch, pack or pockets as needed.

Any non-combat action occurring during combat that normally take 'additional time' (such as changing from dagger to wand and similar actions) impose no additional time to do. In that case, the caster simply 'lets go' of the dagger as a Hand takes and sheathes it while another Hand places the desired wand into the caster's actual hand in the same moment.

While the Hands are not useful in direct combat, there are certain related situations such as helping to avoid a fall by catching onto something.. While Hands do not impart awareness, their deployment could make surprise or backstabbing difficult. It is for the DM to adjudicate on a case-by-case basis how the Hands might affect certain saving throws and other dice rolls given the amount of Hands, their orders, distance, STR, DEX, the opponent and all particulars of circumstance.

In regards to climbing a rope, the Hands will decrease climbing time by one factor for each Pair that helps (4 Hands would be 4x faster climb time). In this case, the Hands do not increase DEX whatsoever, just reduce time taken.

While the Hands cannot be used to cast spells, each pair is quite an expert scribe and can copy magical texts with a 5% success rate per level of caster (20th+ level = 100% success). The effort of magical transcription reduces available Hands to one-quarter their number, round down (18thlvl = 9 pairs/4 = 2). Hands will transcribe magical texts at normal writing speeds even if the caster does not understand what is being written.

Additionally, each set of Hands can copy normal texts at thrice typical reading speeds, an hour's read is 20 minutes to write.

The Hands can be dispelled by any normal magical means but cannot be physically harmed. Remember however, they are only as strong as the caster and cannot pass through solid objects, defeat barriers the caster cannot themselves defeat nor open locks of any kind without the appropriate key or cudgel.

Precious Blood (Alteration, Necromantic)

Level: 5 **Components:** S, M
Range: Touch **Casting Time:** 1 turn
Duration: 2 days/level **Saving Throw:** Negates
Area of Effect: Plane

Explanation/Description: By means of this spell, all skin, hair, blood, sweat, etc. that physically separates from the body of the recipient of the spell, are caused to disintegrate.

Thus, all hair and flakes that come off on a brush, blood that spills, the sweat of a headband, the morning's water closet, all disintegrate when they lose contact with the body.

Note: While this spell is in effect any flesh intentionally cut off the person will also disintegrate. This spell will affect up to a finger-sized portion of flesh. Also note that a creature such as a Vampire can still suck out all your blood, they just won't get any nutrition from the feast as it disintegrates. You'll still die and/or be turned when the well runs dry.

Spell component is a small statue of the person (100gp). It is destroyed at the duration.

Snuffire (Alteration)

Level: 5
Range: 1/2"/level
Duration: Instantaneous
Area of Effect: 3 cubic"/level
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: All means of combustion are fully extinguished within the area of effect. This spell has no effect against elementals. It will not extinguish any fire spells that are cast in the area, but will extinguish subsequent fires generated.

Clairokinesis (Divination, Alteration, Illusion/Phantasm)

Level: 6
Range: 1"/level
Duration: 1 round/level
Area of Effect: Special
Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This is a specialized clairvoyance, creating a ghostly image of the caster at another locus. This image can do minimal things such as lift and flip through a heavy book, open barred doors, etc. The caster is able to see through the image's eyes and control it from afar. It is subject to Dispel Magic, Anti-Magic Shells, et al. The image can be attacked and damage to the image transfers one-half to the caster until the caster dispels the image or the image's full hit points are done, (leaving the caster with half their hit points remaining.)

To dispel the image, the caster stops concentrating on it, though it takes 6 segments for the image to fade. Damage whether normal weapon or by spell that is done during this time is -1 per die cumulative per segment (i.e. 6th segment is -6 per die.) Magical bonuses such as swords still do their magical bonus damage in full on top of the reduced dice damage.

Stone Wall (Evocation)

Level: 6
Range: 1/2"/level
Duration: Permanent
Area of Effect: Special
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: Exactly the same as Wall of Stone, Stone Wall is 1/4" thick and 800' sq, so effectively cuts the thickness by a factor of four and quadruples the area. The same amount of rock is created, simply dispersed in a different manner.

Direct to Image (Alteration)

Level: 7
Range: Touch
Duration:
Area of Effect: Special
Components: V, S, M
Casting Time: 6 segments
Saving Throw: Special

Explanation/Description: Casting this spell and touching a Projected Image (To-Hit Image Caster's A.C.) allows subsequent spells directed at that Image to travel down the magic channel and do damage to the Image's caster. Appropriate saves still apply from there.

Driver (Conjuration/Summoning)

Level: 7
Range: 10'
Duration: 1 day/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell creates drivers for any given vehicle, not the vehicle itself. The vehicle can be of any sort, land, water, air or other. The type of vehicle is specified in the casting and appropriate drivers will be brought into being at one per 4 levels of caster.

Drivers know all appropriate 'rules of the road', have a comprehensive knowledge of their vehicle and are able to repair any normally fixable damage that should occur, such as broken axles, wheels, etc. The Drivers will take about half the time as any skilled artisan, but the repair will collapse on reaching the destination, or expiration of the spell, whichever be first.

Drivers cannot get lost under any circumstance as one material component is a small map of the area the Drivers are expected to operate in. If the Drivers go beyond this, they will disappear immediately. Maps must be drawn by a local cartographer on special papers with special inks and will cost 200gp each. They are consumed in the casting. Casting can be done without a map as the Drivers will always know what direction they face, but can only follow established roads, paths and other clear and navigable routes or methods such as by water currents, wind, stars or direction of sun. They will halt in all other such cases.

The Drivers can be given up to one command per 3 levels of caster. These commands are only for giving directions (i.e. "Drive to the castle, wait half an hour, then go to the town commons to await further instructions." is four commands.) Additional commands can be given, but they will replace the first commands given in order so that the Drivers may become paralyzed for lack of original starting commands now wiped away by the newer commands. Drivers can be given new commands as prior tasks are completed. Only the spell caster can command the Drivers, though they will react to normal traffic conditions without orders, such as stopping or speeding up to avoid hazards.

The Drivers are ghost-like and dressed appropriately for the vehicle they command and station they hold. Thus, a raft may generate a tattered-looking crew while a richly appointed coach will yield liveried coachmen dressed to the nines.

The Drivers cannot attack, defend nor be physically damaged by anything, though they can be dispelled and are affected by anti-magic shells, Wands of Negation and such.

The caster can yield control to another and take it back at will. Additionally, another spell caster in range can usurp command of the Drivers by casting the spell using blank papers. The caster then takes an article of clothing from a Driver so summoned, such as a hat, and places it on a Driver to be usurped. Control is then lost and cannot be regained nor dispelled by the original caster.

Blood Burn (Alteration, Necromantic)

Level: 8
Range: Touch
Duration: Instantaneous
Area of Effect: Special
Components: V, S, M
Casting Time: 1-12 hours
Saving Throw: Special

Explanation/Description: This spell destroys all traces of body 'parts' that have left the creature affected in the past. Blood caked on dungeon walls years ago, hair and nail clippings from childhood, that severed arm the other week, even this morning's spittle and other of the morning's doings.

Area of Effect is limited to the plane the spell is cast upon. Unless the 'bits' being affected are in the possession of someone else, they are automatically destroyed. If the body 'part' in question resides in someone's collection, such as a dinner basket or glass vial on a shelf, a -4 save vs. Spells is applied.

If the 'parts' are on someone's person such as blood splatter or being actively munched on for dinner, then that creature's magical save bonuses, if any, apply as well.

Estate Transference (Alteration)

Level: 8
Range: 10 miles/level
Duration: Instantaneous
Area of Effect: 13"/level
Components: S, M
Casting Time: 1 Turn
Saving Throw: None

Explanation/Description: This spell transports non-living materials from one location to another on any given plane. Inter-planar transfer is not possible. The quantity of items or weight does not matter as long as it fits into the allowable volume/area. Items can be magically shrunk to fit and will transfer without issue and same for a Bag of Holding or even a Mordenkainen's Mansion could be passed through provided there be no persons inside. Any person inside would simply be left behind.

The destination area for the materials must be marked with various and expensive dusts and such. Cost is 50g.p. per 13".

When the spell is cast upon the materials to be transported at the origination site, 50g.p. per 13" of additional dust must be sprinkled upon the materials. Everything within the volume sparkles away as the dust falls upon it and sparkles into existence at the destination.

This spell will not penetrate a Protection from Teleport, Anti-magic Shell or any similar magical barriers. All component dust is consumed in the process.

Attempts to transfer living 'creatures', 'spirits' or 'materials' will consume the dust and fail to transport them without harm to the beings.

Rejected Image (Alteration, Illusion/Phantasm)

Level: 8
Range: Touch
Duration: One Touch
Area of Effect: Special
Components: V, S, M
Casting Time: 6 segments
Saving Throw: Special*

Explanation/Description: By casting this spell and then touching a Projected Image (Roll to-hit vs. Image caster's AC), the caster of the Projected Image is instantly brought to the location of the image and replaces it with their self. A failed To-Hit roll will cancel the Rejected Image spell and require re-casting.

Protection/immunity to or from Teleportation, Dimension Doors, etc will stop a successful transference, but will simultaneously dispel the Projected Image.

The To-hit roll acts as the saving throw for the Projected Image's Caster. However if that Caster has Magic Resistance, that can be invoked to resist the transference.

A successful magic resistance roll will protect the Caster from transference, but dispel their Projected Image. Whereas failed M.R. roll will transfer the Caster to the Image's location, also canceling the Image.

Upon transference, the Caster is automatically Surprised. Roll appropriate dice from there.



Greyhawk Spell List

Level One

Bigby's Bookworm Bane
 Bigby's Feeling Fingers
 Drawmij's Beast of Burden
 Drawmij's Light Step
 Mordenkainen's Protection
 From Avians
 Nystul's Dancing Werelight
 Nystul's Flash
 Otiluke's Bubbling Buoyancy
 Otiluke's Smoky Sphere
 Otto's Chime of release
 Rary's Empathic Perception
 Tenser's Eye of the Tiger
 Tenser's Steady Aim

Level Four

Bigby's Battering Gauntlet
 Bigby's Construction Crew
 Bigby's Force Sculpture
 Drawmij's Handy Timepiece
 Drawmij's Instant Exit
 Drawmij's Prot from
 Non-magical Gas
 Drawmij's Tool Box
 Mordenkainen's Electric Arc
 Mordenkainen's Faithful Phantom
 Shield-Maidens
 Mordenkainen's Prot From Slime
 Nystul's Blacklight Burst
 Nystul's Grue Conjunction
 Nystul's Lightburst
 Otiluke's Steaming Sphere
 Otto's Drums of Despair
 Otto's Silver Tongue
 Otto's Tonal Attack
 Otto's Tin Soldiers
 Otto's Warding Tones
 Rary's Memory Alteration
 Rary's Mind Scan
 Rary's Spell Enhancer
 Tenser's Flaming Blade
 Tenser's Giant Strength
 Tenser's Master of Arms
 Tenser's Running Warrior
 Tenser's Staff of Smiting

Level Two

Bigby's Dextrous Digits
 Bigby's Silencing Hand
 Drawmij's Adventurer's Luck
 Drawmij's Breath of Life
 Drawmij's Scent Mask
 Drawmij's Swift Mount
 Mordenkainen's Encompassing
 Vision
 Nystul's Blackmote
 Nystul's Blazing Beam
 Nystul's Crystal Dagger
 Otiluke's Boiling Oil Bath
 Otto's Soothing Vibrations
 Otto's Tones of Forgetfulness
 Rary's Aptitude Appropriater
 Tenser's Brawl
 Tenser's Hunting Hawk

Level Five

Bigby's Fantastic Fencers
 Bigby's Superior Force Sculpture
 Bigby's Strangling Grip
 Drawmij's Flying Feat
 Mordenkainen's Faithful
 Phantom Defenders
 Mordenkainen's Private Sanctum
 Nystul's Enveloping Darkness
 Nystul's Radiant Arch
 Otiluke's Dispelling Screen
 Otiluke's Electrical Screen
 Otiluke's Polar Screen
 Otiluke's Radiant Screen
 Otto's Gong of Isolation
 Rary's Mind Shield
 Rary's Replay of the Past
 Rary's Superior Spell Enhancer
 Rary's Telepathic Bond
 Tenser's Primal Fury

Level Six

Bigby's Besieging Bolt
 Drawmij's Beneficent Polymorph
 Drawmij's Merciful Metamorphosis
 Mordenkainen's Faithful
 Phantom Guardian
 Otiluke's Diamond Screen
 Otiluke's Excruciating Screen
 Otiluke's Orb of Containment
 Rary's Protection From Scrying
 Rary's Urgent Utterance
 Tenser's Fortunes of War

Level Three

Bigby's Pugnacious Pugilist
 Drawmij's Marvelous Shield
 Drawmij's Iron Sack
 Mordenkainen's Defense Against
 Lycanthropes
 Mordenkainen's Defense Against
 Nonmagical Reptiles
 and Amphibians
 Mordenkainen's Prot From Insects
 and Arachnids
 Nystul's Crystal Dirk
 Nystul's Expeditious Fire Extinguisher
 Nystul's Golden Revelation
 Nystul's Radiant Baton
 Otiluke's Acid Cloud
 Otiluke's Force Umbrella
 Otto's Crystal Rhythms
 Otto's Sure-Footed Shuffle
 Tenser's Deadly Strike
 Tenser's Eye of the Eagle

Level Seven

Mordenkainen's Penultimate Cogitation
 Otiluke's Death Screen
 Otiluke's Fire and Ice
 Otiluke's Siege Sphere
 Rary's Plane Truth

Level Eight

Bigby's Most Excellent Force Sculpture

Orantia

4th Level
 Audible Mouth

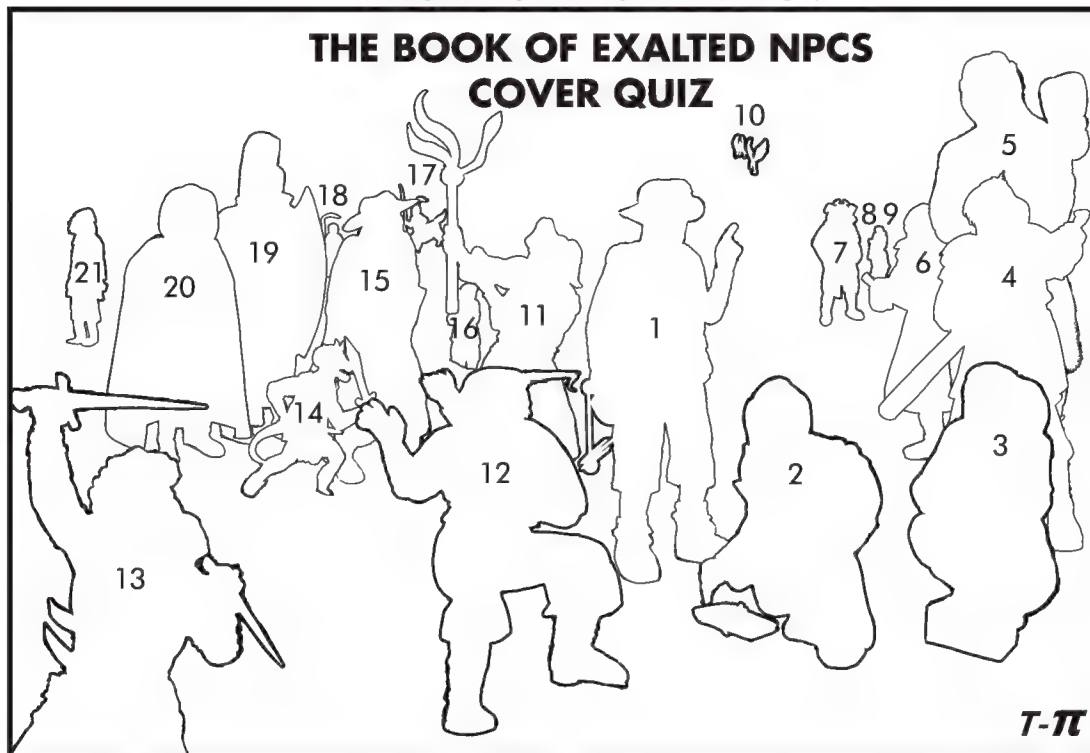
5th Level
 Arm Guard
 Helping Hands
 Precious Blood
 Snuffire

6th Level
 Clairokinesis
 Stone Wall

7th Level
 Direct to Image
 Driver

8th Level
 Blood Burn
 Estate Transference
 Rejected Image

Name that NPC!



Did you correctly identify all the figures? While a number of them cannot be mistaken for anything other than what they are, several could represent any of several different answers. Fully 37 of 43 NPC Options from the Book of Exalted NPCs could be interpreted from these 21 figures.

Here are the answers...

(Multiple answers are ranked by acceptability, primary first.)

- | | | |
|--|----------------------------|---|
| 1. Timelord | 7. Samurai | 16. Merchant or Charlatan or Politician or Scribe |
| 2. Astrologer or Oracle or Savant or Sage or Dreamer or Psionist or Cloistered | 8. Half-Dryad | 17. Centaur |
| 3. Alchemist | 9. Half-Satyr | 18. Death Master or Jock |
| 4. Anti-Paladin | 10. Al-karak Elam | 19. Cavalier |
| 5. Half-Ogre | 11. Jester or Entertainer | 20. Witch or Healer or Sage |
| 6. Bandit or Bounty Hunter or Mariner | 12. Archer | 21. Idiot or Hopeless or Sage |
| | 13. Berserker or Barbarian | |
| | 14. Kobold | |
| | 15. Duelist | |

Which did I miss?

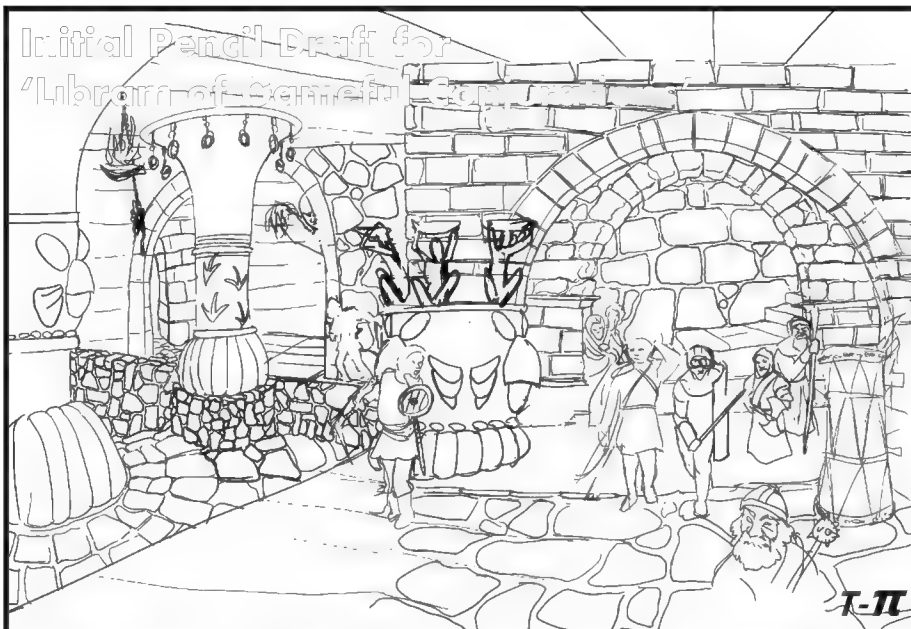
1. Beast Master
 2. Bureaucrat
 3. Ninja (or did I?*)
 4. Sentinel
 5. Smith
 6. Thief-Acrobat
- * (Yes. Yes, I did.)



BONUS POINTS

How many individuals are visible in the painting?

I count:
35



From initial pencils to first colors and on to final toning, each painting so far has been in the 150 hour range with each master file topping out at 2gb plus archived copies.

I first thought 9 prominent figures was a lot to deal with for the Libram. So instead of fewer, the figures more than doubled to 21 for the Exalted cover. Dropping to a mere 15 figures for Finite Spells is a minor relief!

Next up are the monster manuals, so no more peeps to draw -unless being eaten by monsters...



From there it's off to the Extra-Planar Epistles and finally, and lastly, to the recompilation of the Dungeon Masters Guide and related materials as appropriate.

Scanning 128 original pages takes apx. 1hr+ at 600dpi grayscale. To then sort, inspect, clean and re-master all is 3hrs+, perhaps ~5hrs total.

Laying each page back into its original order, chopping those out from across several books into one new book, that's the next biggest chunk of time, layout-wise.

There can be no time/per-page conversion as research across several books (+150 magazines) to ensure all materials have been accounted for is a painstaking effort I alone bear.

Each book's layout is likely in the 100hr+ range with several rounds of print-outs for final touch-ups and proofing.

Each recompilation has taken from 250 - 400 hours to produce, yielding ~20gb of files for each. My personal investment has been those hours plus some \$400 on source books thus far with a few more books still to go. :(

-PhantForce

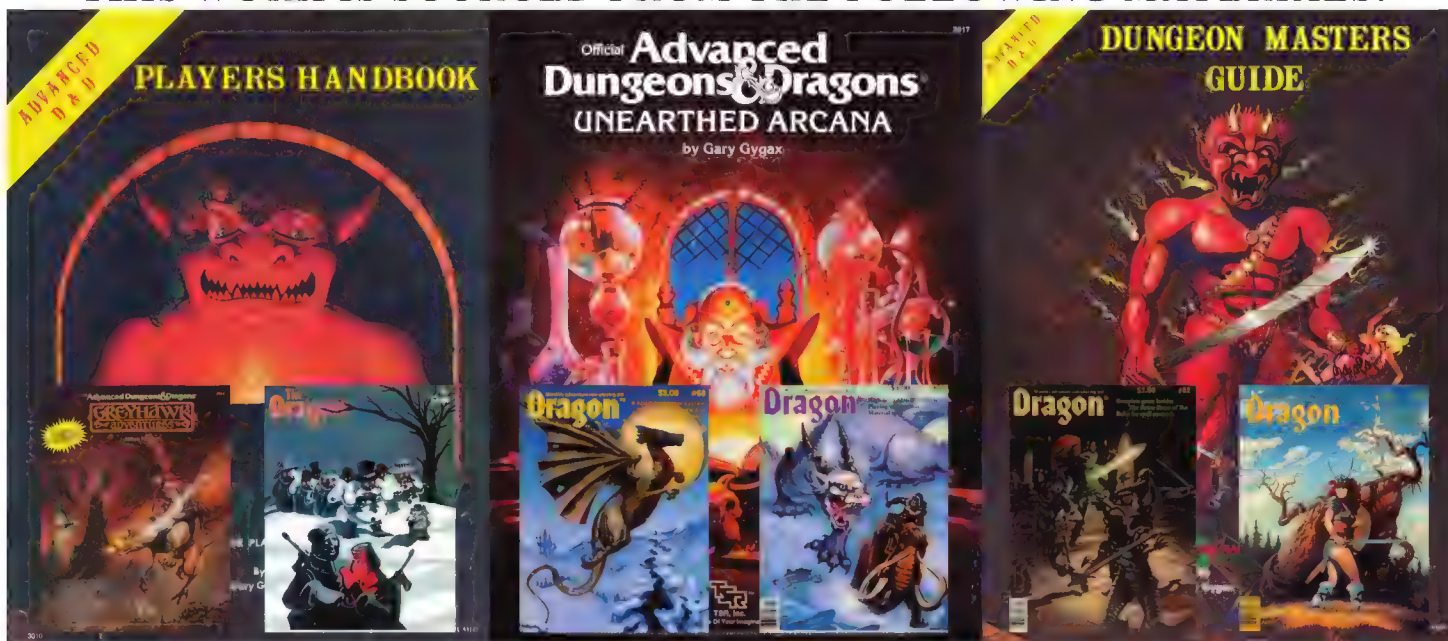


ADVANCED DUNGEONS & DRAGONS

PLAYERS HANDBOOK FIEND FOLIO
UNEARTHED ARCANA MONSTER MANUAL
DEITIES & DEMIGODS MONSTER MANUAL II
MANUAL OF THE PLANES DUNGEON MASTERS GUIDE
GREYHAWK ADVENTURES WILDERNESS SURVIVAL GUIDE
DUNGEON MASTERS SCREENS DUNGEONEERS SURVIVAL GUIDE
DRAGON MAGAZINE # 1 ~ 150

~ ACCEPT NO SUBSTITUTES ~

THIS WORK IS SOURCED FROM THE FOLLOWING MATERIALS:



No bookworms were harmed in the making of this work, though various colonies of molds & mildews have passed from this Prime Material Plane to the Astral and Beyond.

Designed for my personal reference, the primary contents of this volume are sourced from fresh, 600dpi scans of PH, UA, DMG and GA.

Dragon Magazine #35, 68, 81, 82, 108 are sourced from the vagaries of the internet.

Additional artwork courtesy of ©2023 T-PI. All rights reserved.

Page Layout, Design and Editing by *PhantForce* "A figment of your Imagination"

Original Author ©™ are the acknowledged sources of this refit.

Please see "Libram of Gameful Conjurations" for a more complete bibliography.
Please reference the individual Dragon Magazine issue for more exacting details.



NO PERMISSION TO PROFIT!

"I *Command* that you purchase original copies of the original books, now!"

PHANTFORCE!

"A figment of your imagination"

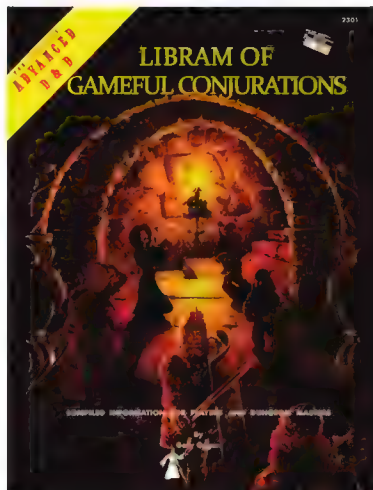
For Use with
AD&D 1st Edition
"Accept no Substitutes"



"I Command that you
purchase original copies
of the original books, now!"

NOW AVAILABLE:

2301



**THE LIBRAM OF
GAMEFUL CONJURATIONS**
CHARACTER CREATION AS COLLATED
FROM; **PLAYERS HANDBOOK**,
UNEARTHED ARCANA,
DUNGEON MASTERS GUIDE,
DEITIES & DEMIGODS,
**DUNGEONEERS SURVIVAL GUIDE &
DRAGONS #35, 65, 103**

2302



**THE BOOK OF
EXALTED NPCs**
SHY OF FORTY NPC CLASSES WITH
A HALF-DOZEN (NON-) PLAYER RACES
AS FOUND IN AND COLLATED FROM
DRAGON MAGAZINE
ISSUES #2 THROUGH #141
PLUS THIEVES' CANT!

2303



**THE BOOK OF
FINITE SPELLS**
ALL SPELLS COMPILED AND ALPHABETIZED
FROM **PLAYERS HANDBOOK &
UNEARTHED ARCANA** PLUS
A GATHERING OF MAGICAL SUNDRIES
FROM **DUNGEON MASTERS GUIDE**,
GREYHAWK ADVENTURES
& **DRAGONS #35, 68, 81, 82, 108**

OTHER WORKS IN THIS PERSONAL EDITION OF GAMING AIDS INCLUDE:

MANUAL OF MONSTROUS ATTENTIONS, THE GREATER
ALPHABETICAL COLLATION OF THE BETTER MONSTERS

MANUAL OF MONSTROUS ATTENTIONS, THE LESSER
ALPHABETICAL COLLATION OF THE NEEDLESS FILLER
(AS THERE WOULD ALWAYS BE SOMEONE TO JABBER AND JOWL
"YOU JUNKED THE JINXKINS?!? BUT THEY'S THE MOST FIENDISH'KINS!")

EPISTLE OF EXTRA-PLANAR ENCOUNTERS
COLLATING ALL EXTRA-PLANAR DEALINGS BY PLANE/ALIGNMENT RATHER
THAN MYTHOS SO ONE MAY FIND THE REQUISITE ETHOS WITH GREATER EASE

CODEX OF INFINITE GAMES
A COLLATION OF PRIMARILY **DUNGEON MASTERS GUIDE** AND
UNEARTHED ARCANA, DRAGON #35 & #103 AND AS APPROPRIATE

ADVANCED PLAYERS REFERENCE SHEETS DUNGEONS & DRAGONS

Greyhawk Spell List

Level One

Bigby's Bookworm Bane
Bigby's Feeling Fingers
Drawmij's Beast of Burden
Drawmij's Light Step
Mordenkainen's Protection
From Avians
Nystul's Dancing Werelight
Nystul's Flash
Otiluke's Bubbling Buoyancy
Otiluke's Smoky Sphere
Otto's Chime of release
Rary's Empathic Perception
Tenser's Eye of the Tiger
Tenser's Steady Aim

Level Two

Bigby's Dextrous Digits
Bigby's Silencing Hand
Drawmij's Adventurer's Luck
Drawmij's Breath of Life
Drawmij's Scent Mask
Drawmij's Swift Mount
Mordenkainen's Encompassing
Vision
Nystul's Blackmote
Nystul's Blazing Beam
Nystul's Crystal Dagger
Otiluke's Boiling Oil Bath
Otto's Soothing Vibrations
Otto's Tones of Forgetfulness
Rary's Aptitude Appropriater
Tenser's Brawl
Tenser's Hunting Hawk

Level Three

Bigby's Pugnacious Pugilist
Drawmij's Marvelous Shield
Drawmij's Iron Sack
Mordenkainen's Defense Against
Lycanthropes
Mordenkainen's Defense Against
Nonmagical Reptiles
and Amphibians
Mordenkainen's Prot From Insects
and Arachnids
Nystul's Crystal Dirk
Nystul's Expeditious Fire Extinguisher
Nystul's Golden Revelation
Nystul's Radiant Baton
Otiluke's Acid Cloud
Otiluke's Force Umbrella
Otto's Crystal Rhythms
Otto's Sure-Footed Shuffle
Tenser's Deadly Strike
Tenser's Eye of the Eagle

Level Four

Bigby's Battering Gauntlet
Bigby's Construction Crew
Bigby's Force Sculpture
Drawmij's Handy Timepiece
Drawmij's Instant Exit
Drawmij's Prot from
Non-magical Gas
Drawmij's Tool Box
Mordenkainen's Electric Arc
Mordenkainen's Faithful Phantom
Shield-Maidens
Mordenkainen's Prot From Slime
Nystul's Blacklight Burst
Nystul's Grue Conjunction
Nystul's Lightburst
Otiluke's Steaming Sphere
Otto's Drums of Despair
Otto's Silver Tongue
Otto's Tonal Attack
Otto's Tin Soldiers
Otto's Warding Tones
Rary's Memory Alteration
Rary's Mind Scan
Rary's Spell Enhancer
Tenser's Flaming Blade
Tenser's Giant Strength
Tenser's Master of Arms
Tenser's Running Warrior
Tenser's Staff of Smiting

Level Five

Bigby's Fantastic Fencers
Bigby's Superior Force Sculpture
Bigby's Strangling Grip
Drawmij's Flying Feat
Mordenkainen's Faithful
Phantom Defenders
Mordenkainen's Private Sanctum
Nystul's Enveloping Darkness
Nystul's Radiant Arch
Otiluke's Dispelling Screen
Otiluke's Electrical Screen
Otiluke's Polar Screen
Otiluke's Radiant Screen
Otto's Gong of Isolation
Rary's Mind Shield
Rary's Replay of the Past
Rary's Superior Spell Enhancer
Rary's Telepathic Bond
Tenser's Primal Fury

Level Six

Bigby's Besieging Bolt
Drawmij's Beneficent Polymorph
Drawmij's Merciful Metamorphosis
Mordenkainen's Faithful
Phantom Guardian
Otiluke's Diamond Screen
Otiluke's Excruciating Screen
Otiluke's Orb of Containment
Rary's Protection From Scrying
Rary's Urgent Utterance
Tenser's Fortunes of War

Level Seven

Mordenkainen's Penultimate Cogitation
Otiluke's Death Screen
Otiluke's Fire and Ice
Otiluke's Siege Sphere
Rary's Plane Truth

Level Eight

Bigby's Most Excellent Force Sculpture

Orantia

4th Level
Audible Mouth

5th Level
Arm Guard
Helping Hands
Precious Blood
Snuffire

6th Level
Clairokinesis
Stone Wall

7th Level
Direct to Image
Driver

8th Level
Blood Burn
Estate Transference
Rejected Image

ADVANCED PLAYERS DUNGEONS & DRAGONS REFERENCE SHEETS

ATTACKS PER MELEE ROUND TABLE

(For Fighters, Cavaliers, and Sub-classes Thereof)

Level	Attacks per Melee Round*
Fighter 1-6	1/1 round
Barbarian 1-5	1/1 round
Ranger 1-7	1/1 round
Cavalier 1-5	1/1 round
Paladin 1-6	1/1 round
Fighter 7-12	.3/2 rounds
Barbarian 6-10	.3/2 rounds
Ranger 8-14	.3/2 rounds
Cavalier 6-10	.3/2 rounds
Paladin 7-12	.3/2 rounds
Fighter 13 & up	.2/1 round
Barbarian 11 & up	.2/1 round
Ranger 15 & up	.2/1 round
Cavalier 11-15	.2/1 round
Paladin 12-18	.2/1 round
Cavalier 16 & up	.5/2 rounds
Paladin 19 & up	.5/2 rounds

* With any thrusting or striking weapon

ARMOR CLASS TABLE

Type of Armor	Armor Class Rating
None	10
Shield only	9
Leather armor or padded armor	8
Leather armor + shield, padded armor + shield, studded leather armor, or ring mail	7
Studded leather + shield, ring mail + shield, or scale mail	6
Scale mail + shield, chain mail, or elfin chain mail	5
Chain mail + shield, elfin chain mail + shield, splint mail, banded mail, or bronze plate mail	4
Splint mail + shield, banded mail + shield, bronze plate mail + shield, or plate mail	3
Plate mail + shield or field plate armor	2
Field plate armor + shield or full plate armor	1
Full plate armor + shield	0

Bards Table III: Armor and Weapons Permitted

Armor	Shield	Weapons*	Oil	Poison
leather or magical chainmail only	none	club, dagger, dart, javelin, sling, scimitar, spear, staff, sword**	yes	never (except by neutral evil bards)

*includes any magical weapons of the named type

**bastard, broad, long, short

Weapon Specialization Table for Fighters and Rangers

Level of Specialist	Melee Weapon	Bow	Light Crossbow	Heavy Crossbow	Lasso and Staff Sling	Thrown Dagger	Thrown Dart	Other Missiles and Hurl'd Weapons
1-6	3/2	2/1	1/1	1/2	1/1	3/1	4/1	3/2
7-12	2/1	3/1	3/2	1/1	3/2	4/1	5/1	2/1
13 +	5/2	4/1	2/1	3/2	2/1	5/1	6/1	5/2

Note: This table supersedes the normal *Attacks Per Melee Round Table* for fighters and rangers whenever such a character is using a weapon with which he or she is a specialist.

CHARACTER CLASSES TABLE II: ARMOR AND WEAPONS PERMITTED

Class of Character	Armor	Shield	Weapons	Oil	Poison
CAVALIER	any ¹	any	any ¹	no ²	only if evil
Paladin	any ¹	any	any ¹	no ²	never
CLERIC	any	any	club, flail, hammer, mace, staff, lasso, sap, staff sling	yes	only if evil
Druid	leather or padded	wooden	aklys, club, dagger, dart, garrot, hammer, lasso, sap, sling, scimitar, spear, staff, staff sling, sword (khopesh), whip	yes	DM's option
FIGHTER	any	any	any	yes	DM's option
Barbarian	any ³	any	any	yes	DM's option
Ranger	any	any	any	yes	DM's option
MAGIC-USER	none	none	caltrop, dagger, dart, knife, sling, staff	yes	DM's option
Illusionist	none	none	caltrop, dagger, dart, knife, sling, staff	yes	DM's option
THIEF	leather, studded leather, padded, or elfin chain ⁴	none	bow (short), caltrop, club, crossbow (hand), dagger, dart, garrot, knife, sap, sling, sword (broad), sword (falchion), sword (long), sword (short)	yes	DM's option
Acrobat	as thief	none	as thief, plus lasso and staff	yes	DM's option
Assassin	as thief	yes ⁵	any	yes	yes
MONK	none	none	aklys, atlatl, axe (hand), bo stick, caltrop, club, crossbow (any), dagger, garrot, javelin, jo stick, knife, lasso, pole arm (any), sap, spear, staff, sword (falchion)	no	DM's option
BARD	leather, studded leather, padded, ring mail, elfin chain, or magical chain mail	none	club, dagger, dart, garrot, javelin, knife, lasso, sap, scimitar, sling, spear, staff, sword (bastard), sword (broad), sword (falchion), sword (long), sword (short)	yes	only if evil

STRENGTH TABLE II.: ABILITY ADJUSTMENTS

Ability Score	Hlt Prob-ability	Damage Adjustment	Weight Allowance	Open Doors On A	Bend Bars/Lift Gates
3	-3	-1	-350	1	0%
4-5	-2	-1	-250	1	0%
6-7	-1	none	-150	1	0%
8-9	normal	none	normal	1-2	1%
10-11	normal	none	normal	1-2	2%
12-13	normal	none	+100	1-2	4%
14-15	normal	none	+200	1-2	7%
16	normal	+1	+350	1-3	10%
17	+1	+1	+500	1-3	13%
18	+1	+2	+750	1-3	16%
18/01-50	+1	+3	+1,000	1-3	20%
18/51-75	+2	+3	+1,250	1-4	25%
18/76-90	+2	+4	+1,500	1-4	30%
18/91-99	+2	+5	+2,000	1-4 (1)*	35%
18/00	+3	+6	+3,000	1-5 (2)*	40%
19	+3	+7	4,500	7 in 8 (3)	50% (as hill giant)
20	+3	+8	5,000	7 in 8 (3)	60% (as stone giant)
21	+4	+9	6,000	9 in 10 (4)	70% (as frost giant)
22	+4	+10	7,500	11 in 12 (4)	80% (as fire giant)
23	+5	+11	9,000	11 in 12 (5)	90% (as cloud giant)
24	+6	+12	12,000	19 in 20 (7 in 8)	100% (as storm giant)
25	+7	+14	15,000	23 in 24 (9 in 10)	100% (as titan)

STRENGTH TABLE I.

Ability Score	General Information
3	
4	
5	Here or lower the character can only be a magic-user
6	Minimum strength for a gnome, half-orc or halfling character
7	
8	Minimum strength for a dwarf character
9	Minimum strength for a fighter character
10	
11	
12	Minimum strength for an assassin or paladin character
13	Minimum strength for a ranger character
14	Maximum strength possible for a female halfling character
15	Maximum strength possible for a female gnome character minimum strength for a monk character
16	Maximum strength possible for a female elf character
17	Maximum strength possible for a female dwarf or female half-elf or male halfling character
18	Maximum strength possible for all non-fighter characters
18/01-50	Maximum strength possible for a female human or male gnome character
18/51-75	Maximum strength possible for a male elf or female half-orc character
18/76-90	Maximum strength possible for a male half-elf character
18/91-99	Maximum strength possible for a male dwarf or male half-orc character
18/00	Maximum human strength

INTELLIGENCE TABLE I.

Ability Score	General Information	Possible Number of Additional Languages
3		0
4	Minimum intelligence for a half-elf character	0
5	Here or lower the character can only be a fighter	0
6	Minimum intelligence for a halfling character	0
7	Minimum intelligence for a gnome character	0
8	Minimum intelligence for an elf character	1
9	Minimum intelligence for a paladin or magic-user character	1
10	Minimum intelligence for use of 5th level magic spells	2
11	Minimum intelligence for an assassin character	2
12	Minimum intelligence for use of 6th level magic spells	3
13	Minimum intelligence for a ranger character	3
14	Minimum intelligence for use of 7th level magic spells	4
15	Minimum intelligence for an illusionist character	4
16	Minimum intelligence for use of 8th level magic spells	5
17	Maximum intelligence for a half-orc character	6
18	Minimum intelligence for use of 9th level magic spells	7

INTELLIGENCE TABLE II.: ABILITY FOR MAGIC-USERS AND ILLUSIONISTS

Ability Score	Chance to Know Each Listed Spell	Minimum Number of Spells/Level	Maximum Number of Spells/Level	Chance to Know Each Listed Spell	Minimum Number of Spells/Level	Spell Immunities
9	35%	4	6	19	95%	11 (10) first level illusion/phantasm spells
10-12	45%	5	7	20	96%	12 (11) second level illusion/phantasm spells
13-14	55%	6	9	21	97%	13 (12) third level illusion/phantasm spells
15-16	65%	7	11	22	98%	14 (13) fourth level illusion/phantasm spells
17	75%	8	14	23	99%	15 (14) fifth level illusion/phantasm spells
18	85%	9	18	24	100%	16 (15) sixth level illusion/phantasm spells
				25	100%	17 (16) seventh level illusion/phantasm spells

ADVANCED DUNGEONS & DRAGONS

PLAYERS REFERENCE SHEETS

Ability Score	WISDOM TABLE I. General Information	Magical Attack Adjustment*
3		-3
4		-2
5	Here or lower the character can only be a thief	-1
6		-1
7		-1
8		none
9	Minimum wisdom for a cleric character	none
10		none
11		none
12	Minimum wisdom for a druid character	none
13	Minimum wisdom for a paladin or multi-classed half-elf cleric character	none
14	Maximum wisdom for a half-orc character	
	Minimum wisdom for a ranger character	none
15	Minimum wisdom for a monk character	+1
16		+2
17	Maximum wisdom for a halfling character	
	Minimum wisdom for use of 6th level spells	+3
18	Minimum wisdom for use of 7th level spells	+4

DEXTERITY TABLE I.

Ability Score	General Information	Reaction/Attacking Adjustment	Defensive Adjustment
3		-3	+4
4		-2	+3
5	Here or lower the character can only be a cleric	-1	+2
6	Minimum dexterity for a half-elf or magic-user character	0	+1
7	Minimum dexterity for an elf character	0	0
8	Minimum dexterity for a halfling character	0	0
9	Minimum dexterity for a thief character	0	0
10		0	0
11		0	0
12	Minimum dexterity for an assassin character	0	0
13		0	0
14	or a half-orc character	0	0
15	Minimum dexterity for a monk character	0	-1
16	Minimum dexterity for an illusionist character	+1	-2
17	Maximum dexterity for a dwarf or a half-orc character	+2	-3
18		+3	-4
19		+3	-4
20		+3	-4
21		+4	-5
22		+4	-5
23		+4	-5
24		+5	-6
25		+5	-6

WISDOM TABLE II.: ADJUSTMENTS FOR CLERICS AND DRUIDS

Ability Score	Spell Bonus	Chance of Spell Failure
9	none	20%
10	none	15%
11	none	10%
12	none	05%
13	One 1st level	0%
14	One 1st level	0%
15	One 2nd level	0%
16	One 2nd level	0%
17	One 3rd level*	0%
18	One 4th level**	0%
19	One 4th & one 1st	Cause fear, charm person, command, friends, hypnotism
20	One 4th & one 2nd	Forget, hold person, ray of enfeeblement, scare
21	One 5th & one 3rd	Beguiling, domination, fear
22	One 5th & one 4th	Charm monster, confusion, emotion, fumble, suggestion, telepathic projection
23	Two 5th levels	Chaos, feeblemind, hold monster, magic jar, mass domination, quest
24	Two 6th levels	Geas, mass suggestion, rulership
25	One 6th & one 7th	Antipathy/sympathy, finger of death, mass charm, Otto's irresistible dance

CONSTITUTION TABLE

Ability Score	General Information	Hit Point Adjustment	System Shock Survival	Resurrection Survival
3		-2	35%	40%
4		-1	40%	45%
5	Here or lower the character can only be an illusionist	-1	45%	50%
6	Minimum constitution for an elf or half-elf character	-1	50%	55%
7	Minimum constitution for a fighter character	0	55%	60%
8	Minimum constitution for a gnome character	0	60%	65%
9	Minimum constitution for a paladin character	0	65%	70%
10	Minimum constitution for a halfling character	0	70%	75%
11	Minimum constitution for a monk character	0	75%	80%
12	Minimum constitution for a dwarf character	0	80%	85%
13	Minimum constitution for a half-orc character	0	85%	90%
14	Minimum constitution for a ranger character	0	88%	92%
15		+1	91%	94%
16		+2	95%	96%
17		+2 (+3)*	97%	98%
18		+2 (+4)*	99%	100%
Score	Hit Point Adjustment*	Poison Save	Regeneration	
19	+5 (no 1s rolled)	+1	Nil	
20	+5 (no 1s rolled)	+1	1 point/6 turns	
21	+6 (no 1s or 2s)	+2	1 point/5 turns	
22	+6 (no 1s or 2s)	+2	1 point/4 turns	
23	+6 (no 1s, 2s or 3s)	+3	1 point/3 turns	
24	+7 (no 1s, 2s or 3s)	+3	1 point/2 turns	
25	+7 (no 1s, 2s or 3s)	+4	1 point/1 turn	

ADVANCED DUNGEONS & DRAGONS

PLAYERS REFERENCE SHEETS

DEXTERITY TABLE II.: ADJUSTMENTS FOR THIEVES Penalty or Bonus for:

Ability Score	Picking Pockets	Opening Locks	Locating/ Removing Traps	Moving Silently	Hiding in Shadows
9	-15%	-10%	-10%	-20%	-10%
10	-10%	-05%	-10%	-15%	-05%
11	-05%	0	-05%	-10%	0
12	0	0	0	-05%	0
13	0	0	0	0	0
14	0	0	0	0	0
15	0	0	0	0	0
16	0	+05%	0	0	0
17	+05%	+10%	0	+05%	+05%
18	+10%	+15%	+05%	+10%	+10%
19	+15%	+20%	+10%	+12%	+12%
20	20	25	15	15	15
21	25	30	20	18	18
22	30	35	25	20	20
23	35	40	30	23	23
24	40	45	35	25	25
25	45	50	40	30	30

Comeliness: See pages 11-12 "The Libram of Gameful Conjurations". There is no short-form version reference for that complexity.

NOTES

CHARISMA TABLE

Ability Score	General Information	Maximum No. of Henchmen	Loyalty Base	Reaction Adjustment
3		1	-30%	-25%
4		1	-25%	-20%
5	Here or lower the character can only be an assassin			
6		2	-20%	-15%
7		2	-15%	-10%
8		3	-10%	-05%
9	Minimum charisma for an elf character	3	-05%	normal
10		4	normal	normal
11		4	normal	normal
12		4	normal	normal
13	Maximum charisma for a half-orc character*	5	normal	normal
14		5	normal	+05%
15		6	+05%	+10%
16	Minimum charisma for a druid character	7	+15%	+15%
17	Maximum charisma for a dwarf character**	8	+20%	+25%
18	Minimum charisma for a paladin character	10	+30%	+30%
19		15	+40%	+35%
20		20	+50%	+40%
21		25	60	45
22		30	70	50
23		35	80	55
24		40	90	60
25		45	100	65
		50	100	70

Charisma Score	Reaction Adjustment
-1	-40%
-2	45
-3	50
-4	55
-5	60
-6	65

Beings with negative charisma will never have henchmen of a normal nature.

NOTES

CLERICS TABLE I

Experience Points	Experience Level	8-Sided Dice for Accumulated Hit Points	Level Title
0—1,500	1	1	Acolyte
1,501—3,000	2	2	Adept
3,001—6,000	3	3	Priest
6,001—13,000	4	4	Curate
13,001—27,500	5	5	
27,501—55,000	6	6	Canon
55,001—110,000	7	7	Lama
110,001—225,000	8	8	Patriarch
225,001—450,000	9	9	High Priest
450,001—675,000	10	9+2	High Priest (10th level)
675,001—900,000	11	9+4	High Priest (11th level)

225,000 experience points per level for each additional level beyond the 11th.

Clerics gain 2 h.p. per level after the 9th.

DRUIDS (CLERICS) TABLE I.

Experience Points	Experience Level	8-Sided Dice for Accumulated Hit Points	Level Title
0—2,000	1	1	Aspirant
2,001—4,000	2	2	Ovate
4,001—7,500	3	3	Initiate of the 1st Circle
7,501—12,500	4	4	Initiate of the 2nd Circle
12,501—20,000	5	5	Initiate of the 3rd Circle
20,001—35,000	6	6	Initiate of the 4th Circle
35,001—60,000	7	7	Initiate of the 5th Circle
60,001—90,000	8	8	Initiate of the 6th Circle
90,001—125,000	9	9	Initiate of the 7th Circle
125,001—200,000	10	10	Initiate of the 8th Circle
200,001—300,000	11	11	Initiate of the 9th Circle
300,001—750,000	12	12	Druid
750,001—1,500,000	13	13	Archdruid
1,500,001—3,000,000	14	14	The Great Druid
3,000,001—3,500,000	15	15	The Grand Druid
1—500,000	16	15+1	Hierophant Druid
500,001—1,000,000	17	15+2	Hierophant Initiate
1,000,001—1,500,000	18	15+3	Hierophant Adept
1,500,001—2,000,000	19	15+4	Hierophant Master
2,000,001—2,500,000	20	15+5	Numinous Hierophant
2,500,001—3,000,000	21	15+6	Mystic Hierophant
3,000,001—3,500,000	22	15+7	Arcane Hierophant
3,500,001 and up	23	15+8	Hierophant of the Cabal

Bards Table I:			6-Sided Dice for Accumulated Hit Points	Level Title	Number of Spells by Druid Spell Level				
Experience Points	Level		Hit Points		1	2	3	4	5
0—2,000	1		0*	Rhymer	1	-	-	-	-
2,001—4,000	2		1	Lyrist	2	-	-	-	-
4,001—8,000	3		2	Sonnateer	3	-	-	-	-
8,001—16,000	4		3	Skald	3	1	-	-	-
16,001—25,000	5		4	Racaraide	3	2	-	-	-
25,001—40,000	6		5	Joungleur	3	3	-	-	-
40,001—60,000	7		6	Troubadour	3	3	1	-	-
60,001—85,000	8		7	Minstrel	3	3	2	-	-
85,001—110,000	9		8	Muse	3	3	3	-	-
110,001—150,000	10		9	Lorist	3	3	3	1	-
150,001—200,000	11		10	Bard	3	3	3	2	-
200,001—400,000	12		10+1	Master Bard	3	3	3	3	-
400,001—600,000	13		10+2	M. Bard 13th	3	3	3	3	1
600,001—800,000	14		10+3	M. Bard 14th	3	3	3	3	2
800,001—1,000,000	15		10+4	M. Bard 15th	3	3	3	3	3
1,000,001—1,200,000	16		10+5	M. Bard 16th	4	3	3	3	3
1,200,001—1,400,000	17		10+6	M. Bard 17th	4	4	3	3	3
1,400,001—1,600,000	18		10+7	M. Bard 18th	4	4	4	3	3
1,600,001—1,800,000	19		10+8	M. Bard 19th	5	4	4	4	3
1,800,001—2,000,000	20		10+9	M. Bard 20th	5	4	4	4	4
2,000,001—2,200,000	21		10+10	M. Bard 21st	5	5	4	4	4
2,200,001—3,000,000	22		10+11	M. Bard 22nd	5	5	5	4	4
3,000,001—up	23		10+12	M. Bard 23rd	5	5	5	5	5

FIGHTERS TABLE

Experience Points	Experience Level	10-Sided Dice for Accumulated Hit Points	Level Title
0—2,000	1	1	Veteran
2,001—4,000	2	2	Warrior
4,001—8,000	3	3	Swordsman
8,001—18,000	4	4	Hero
18,001—35,000	5	5	Swashbuckler
35,001—70,000	6	6	Myrmidon
70,001—125,000	7	7	Champion
125,001—250,000	8	8	Superhero
250,001—500,000	9	9	Lord
500,001—750,000	10	9+3	Lord (10th Level)
750,001—1,000,000	11	9+6	Lord (11th Level)

250,000 experience points per level for each additional level beyond the 11th.

Fighters gain 3 h.p. per level after the 9th.

CAVALIERS TABLE I

Experience Points	Exp. Level	12-Sided Dice for Accum. Hit Points	Level Title
(-1,500 — -501)	0	1d4 + 1	Horseman)
(-501 — -1)	0	2d4 + 1	Lancer)
0 — 2,500	1	1 + 3*	Armiger
2,501 — 5,000	2	2	Scutifer
5,001 — 10,000	3	3	Esquire
10,001 — 18,500	4	4	Knight Errant
18,501 — 37,000	5	5	Knight Bachelor
37,001 — 85,000	6	6	Knight
85,001 — 140,000	7	7	Grand Knight
140,001 — 220,000	8	8	Banneret
220,001 — 300,000	9	9	Chevalier
300,001 — 600,000	10	10	Cavalier
600,001 — 900,000	11	10 + 3	Cavalier, 11th
900,001 — 1,200,000	12	10 + 6	Cavalier, 12th

* If qualification for 1st level required progression through the two 0-level grades, then hit dice for 1st level are 3d4 + 1, but in all other cases 1d10 + 3 applies.

300,000 experience points per level for each level beyond the 12th. At 13th level and above, level title is Cavalier Commander.

Cavaliers gain 3 h.p. per level after the 10th.

BARBARIANS (FIGHTERS) TABLE I

Experience Points	Exp. Level	12-Sided Dice for Accum. Hit Points	Level Title
0 — 6,000	1	1	Barbarian
6,001 — 12,000	2	2	Barbarian
12,001 — 24,000	3	3	Barbarian
24,001 — 48,000	4	4	Barbarian
48,001 — 80,000	5	5	Barbarian
80,001 — 150,000	6	6	Barbarian
150,001 — 275,000	7	7	Barbarian
275,001 — 500,000	8	8	Barbarian
500,001 — 1,000,000	9	8 + 4	Barbarian
1,000,001 — 1,500,000	10	8 + 8	Barbarian
1,500,001 — 2,000,000	11	8 + 12	Barbarian

500,000 experience points per level for each additional level above the 11th.

Barbarians gain 4 h.p. per level after the 8th.

PALADINS (FIGHTERS) TABLE I.

Experience Points	Experience Level	10-Sided Dice for Accumulated Hit Points	Level Title
0—2,750	1	1	Gallant
2,751—5,500	2	2	Keeper
5,501—12,000	3	3	Protector
12,001—24,000	4	4	Defender
24,001—45,000	5	5	Warder
45,001—95,000	6	6	Guardian
95,001—175,000	7	7	Chevalier
175,001—350,000	8	8	Justiciar
350,001—700,000	9	9	Paladin
700,001—1,050,000	10	9+3	Paladin (10th level)
1,050,001—1,400,000	11	9+6	Paladin (11th level, etc.)

350,000 experience points per level for each additional level above the 11th.

Paladins gain 3 h.p. per level after the 9th.

SPELLS USABLE BY CLASS AND LEVEL — PALADINS (FIGHTERS)

Paladin Level	1	Clerical Spell Level	2	3	4
9	1	-	-	-	-
10	2	-	-	-	-
11	2	1	-	-	-
12	2	2	-	-	-
13	2	2	1	-	-
14	3	2	1	-	-
15	3	2	1	1	1
16	3	3	1	1	1
17	3	3	2	1	1
18	3	3	3	1	1
19	3	3	3	2	2
20*	3	3	3	3	3

*Maximum spell ability

RANGERS (FIGHTERS) TABLE I.

Experience Points	Experience Level	8-Sided Dice for Accumulated Hit Points	Level Title
0 — 2,250	1	2	Runner
2,251 — 4,500	2	3	Strider
4,501 — 10,000	3	4	Scout
10,001 — 20,000	4	5	Courser
20,001 — 40,000	5	6	Tracker
40,001 — 90,000	6	7	Guide
90,001 — 150,000	7	8	Pathfinder
150,001 — 225,000	8	9	Ranger
225,001 — 325,000	9	10	Ranger Knight
325,001 — 650,000	10	11	Ranger Lord
650,001 — 975,000	11	11 + 2	Ranger Lord (11th level)
975,001 — 1,300,000	12	11 + 4	Ranger Lord (12th level)

325,000 experience points per level for each additional level above the 12th.

Rangers gain 2 h.p. per level after the 10th.

SPELLS USABLE BY CLASS AND LEVEL — RANGERS (FIGHTERS)

Ranger Level	1	Druidic	2	3	Spell Level	1	2
8	1	-	-	-	-	-	-
9	1	-	-	-	1	-	-
10	2	-	-	-	1	-	-
11	2	-	-	-	2	-	-
12	2	1	-	-	2	-	-
13	2	1	-	-	2	1	-
14	2	2	-	-	2	1	1
15	2	2	-	-	2	2	2
16	2	2	1	-	2	2	2
17*	2	2	2	-	2	2	2

*maximum spell ability

**The ranger must check as to which spells he or she can learn, just as if he or she were a magic-user.

MAGIC-USERS TABLE 1.

Experience Points	4-Sided Dice for Experience Accumulated		
	Level	Hit Points	Level Title
0 — 2,500	1	1	Prestidigitator
2,501 — 5,000	2	2	Evoker
5,001 — 10,000	3	3	Conjurer
10,001 — 22,500	4	4	Theurgist
22,501 — 40,000	5	5	Thaumaturgist
40,001 — 60,000	6	6	Magician
60,001 — 90,000	7	7	Enchanter
90,001 — 135,000	8	8	Warlock
135,001 — 250,000	9	9	Sorcerer
250,001 — 375,000	10	10	Necromancer
375,001 — 750,000	11	11	Wizard
750,001 — 1,125,000	12	11+1	Wizard (12th level)
1,125,001 — 1,500,000	13	11+2	Wizard (13th level)
1,500,001 — 1,875,000	14	11+3	Wizard (14th level)
1,875,001 — 2,250,000	15	11+4	Wizard (15th level)
2,250,001 — 2,625,000	16	11+5	Wizard (16th level, or Mage)
2,625,001 — 3,000,000	17	11+6	Wizard (17th level)
3,000,001 — 3,375,000	18	11+7	Wizard (18th level or Arch-Mage)

375,000 experience points per level for each additional level beyond the 18th.

Magic-Users gain 1 h.p. per level after the 11th.

THIEVES TABLE 1

Experience Points	6-Sided Dice for Experience Accumulated		
	Level	Hit Points	Level Title
0 — 1,250	1	1	Rogue (Apprentice)
1,251 — 2,500	2	2	Footpad
2,501 — 5,000	3	3	Cutpurse
5,001 — 10,000	4	4	Robber
10,001 — 20,000	5	5	Burglar
20,001 — 42,500	6	6	Filcher
42,501 — 70,000	7	7	Sharper
70,001 — 110,000	8	8	Magsman
110,001 — 160,000	9	9	Thief
160,001 — 220,000	10	10	Master Thief
220,001 — 440,000	11	10+2	Master Thief (11th level)
440,001 — 660,000	12	10+4	Master Thief (12th level)

220,000 experience points per level for each additional level beyond the 12th.

Thieves gain 2 h.p. per level after the 10th.

ASSASSINS (THIEVES) TABLE

Experience Points	6-Sided Dice for Experience Accumulated		
	Level	Hit Points	Level Title
0 — 1,500	1	1	Bravo (Apprentice)
1,501 — 3,000	2	2	Rutterkin
3,001 — 6,000	3	3	Waghalter
6,001 — 12,000	4	4	Murderer
12,001 — 25,000	5	5	Thug
25,001 — 50,000	6	6	Killer
50,001 — 100,000	7	7	Cutthroat
100,001 — 200,000	8	8	Executioner
200,001 — 300,000	9	9	Assassin
300,001 — 425,000	10	10	Expert Assassin
425,001 — 575,000	11	11	Senior Assassin
575,001 — 750,000	12	12	Chief Assassin
750,001 — 1,000,000	13	13	Prime Assassin
1,000,001 — 1,500,000	14	14	Guildmaster Assassin
1,500,001 and Over	15	15	Grandfather of Assassins

ADVANCED DUNGEONS & DRAGONS

PLAYERS REFERENCE SHEETS

ILLUSIONISTS (MAGIC-USERS) TABLE 1.

Experience Points	4-Sided Dice for Experience Accumulated		
	Level	Hit Points	Level Title
0 — 2,250	1	1	Prestidigitator
2,251 — 4,500	2	2	Minor Trickster
4,501 — 9,000	3	3	Trickster
9,001 — 18,000	4	4	Master Trickster
18,001 — 35,000	5	5	Cabalist
35,001 — 60,000	6	6	Visionist
60,001 — 95,000	7	7	Phantasmist
95,001 — 145,000	8	8	Apparitionist
145,001 — 220,000	9	9	Spellbinder
220,001 — 440,000	10	10	Illusionist
440,001 — 660,000	11	10+1	Illusionist (11th level)
660,001 — 880,000	12	10+2	Illusionist (12th level)

220,000 experience points per level of experience beyond the 12th.

Illusionists gain 1 h.p. per level after the 10th.

THIEF-ACROBAT TABLE 1

Experience Points	Exp. Level	Level Title
20,001 — 45,000	6	Burglar-Acrobat
45,001 — 75,000	7	Second-Story Thief
75,001 — 125,000	8	Cat Burglar
125,001 — 180,000	9	Master Cat Burglar
180,001 — 250,000	10	Thief-Acrobat
250,001 — 500,000	11	Master Thief-Acrobat
500,001 — 750,000	12	Master Thief-Acrobat (12th)

250,000 experience points per level for each additional level beyond the 12th.

MONKS TABLE 1:

Experience Points	4-Sided Dice for Experience Accumulated		
	Level	Hit Points	Level Title
0 — 2,250	1	2	Novice
2,251 — 4,750	2	3	Initiate
4,751 — 10,000	3	4	Brother
10,001 — 22,500	4	5	Disciple
22,501 — 47,500	5	6	Immaculate
47,501 — 98,000	6	7	Master
98,001 — 200,000	7	8	Superior Master
200,001 — 350,000	8	9	Master of Dragons
350,001 — 500,000	9	10	Master of the North Wind
500,001 — 700,000	10	11	Master of the West Wind
700,001 — 950,000	11	12	Master of the South Wind
950,001 — 1,250,000	12	13	Master of the East Wind
1,250,001 — 1,750,000	13	14	Master of Winter
1,750,001 — 2,250,000	14	15	Master of Autumn
2,250,001 — 2,750,000	15	16	Master of Summer
2,750,001 — 3,250,000	16	17	Master of Spring
3,250,001 & +	17	18	Grand Master of Flowers

Table 2
Alchemist Experience Points and Levels

NOTES

Experience points	Experience level	1d4 for hit points	Level title
0-3,000	1	1	Novice
3,001-6,000	2	2	Apprentice
6,001-12,000	3	3	Initiate
12,001-24,000	4	4	Mixer
24,001-48,000	5	5	Brewer
48,001-96,000	6	6	Distiller
96,001-180,000	7	7	Compounder
180,001-350,000	8	8	Junior Journeyman
350,001-700,000	9	9	Senior Journeyman
700,001-1,050,000	10	10	Junior Alchemist
1,050,001-1,400,000	11	10+1	Senior Alchemist
1,400,001-1,750,000	12	10+2	Master Alchemist

400,000 experience points per level for each additional level beyond the 12th.
Alchemists gain 1 hp per level after the 10th.

Archer or Archer-Ranger Table

Experience Points	Experience Level	S-sided dice for accumulated hit points	Level Title
0-2,500	1	2	Bowman (Bowwoman)
2,500-5,000	2	3	Master Bowman
5,000-11,000	3	4	Fletcher
11,001-22,000	4	5	Master Fletcher
22,001-42,500	5	6	Bowyer
42,501-92,500	6	7	Master Bowyer
92,501-162,500	7	8	Sharpshooter
162,501-287,500	8	9	Arrowsmyth
287,501-512,500	9	10	Archer
512,501-850,000	10	10+2	Archer Esquire
1,850,001-1,187,500	11	10+4	Archer Knight
1,187,501-1,525,000	12	10+6	Archer Lord
1,525,001-1,862,500	13	10+8	Archer Master
1,862,501-2,200,000	14	10+10	Archer Grandmaster

340,000 experience points per level for each additional level beyond the 14th.

Archers and Archer-Rangers gain 2 hit points per level after the 9th.

NOTES

Anti-Paladin

(From page 9)

Table 2 Poisons Available by Experience Level-Anti-Paladins																	
Experience Level	Poison Type																
	A	A	A	B	C	D	E	F	G	H	I	J	S	X	X	X	X
1	5	%	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	1	0	5	%	-	-	-	-	-	-	-	-	-	-	-	-	-
3	1	5	1	0	5	%	-	-	-	-	-	-	-	-	-	-	-
4	2	0	1	5	1	0	5	%	-	-	-	-	-	-	-	-	-
5	25	20	15	10	5	%	-	-	-	-	-	-	-	-	-	-	-
6	30	25	20	15	10	5	%	-	-	-	-	-	-	-	-	-	-
7	35	30	25	20	15	10	5	%	-	-	-	-	-	-	-	-	-
8	40	35	30	25	20	15	10	5	%	-	-	-	-	-	-	-	-
9	45	40	35	30	25	20	15	10	5	%	-	-	-	-	-	-	-
10	50	45	40	35	30	25	20	15	10	5	%	-	-	-	-	-	-
11	55	50	45	40	35	30	25	20	15	10	5	%	-	-	-	-	-
12	60	55	50	45	40	35	30	25	20	15	10	5	%	-	-	-	-
13	65	60	55	50	45	40	35	30	25	20	15	10	5	%	-	-	-
14	70	65	60	55	50	45	40	35	30	25	20	15	10	5	%	-	-
15	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	%	-
16	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	%
17	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5
18	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10
19	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15
20	100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20

Table 4 Spells Usable by Class and Level - Anti-Paladins (Fighters)				
Character Level	Clerical Spell Level			
	1	2	3	4
9	1	-	-	-
10	2	-	-	-
11	2	1	-	-
12	2	2	-	-
13	2	2	1	-
14	3	2	1	-
15	3	2	1	1
16	3	3	1	1
17	3	3	2	1
18	3	3	3	1
19	3	3	3	2
20	3	3	3	3

*Maximum spell capability.

BANDIT EXPERIENCE LEVEL TABLE				
Experience Points	Level	Hit Dice (d8)	Title	Cover Tracks
0—1,800	1	1 + 1	Looter	50%
1,801—3,600	2	2 + 2	Raider	53%
3,601—7,500	3	3 + 3	Marauder	56%
7,501—15,000	4	4 + 4	Highwayman	59%
15,001—30,000	5	5 + 5	Outlaw	62%
30,001—60,000	6	6 + 6	Desperado	65%
60,001—110,000	7	7 + 7	Reaver	68%
110,001—200,000	8	8 + 8	Brigand	71%
200,001—300,000	9	9 + 9	Robber	74%
300,001—450,000	10	9 + 11	Bandit	77%
450,001—650,000	11	9 + 13	Bandit Lord	80%
650,001—900,000	12	9 + 15	Bandit Lord (12th)	83%

250,000 experience points per level for each additional level above the 11th.

Bandits gain 2 h.p. per level after the 9th.

Cover tracks percentage increases 3% per level.

Table 3
Beastmaster's Abilities by Level

Level of beastmaster	Locate animals	Call woodland beings	Monster summoning	Animal friendship	Hold monster	Base chance to:			
						Quiet	Charm monster	Wereform control	Dragon- riding
1	45	40	25	55	7	10	5	5	-
2	50	45	30	60	14	20	10	10	-
3	55	50	35	65	21	30	15	15	-
4	60	55	40	70	30	40	25	25	10
5	65	65	45	75	40	50	30	35	20
6	70	70	50	80	45	60	40	55	30
7	75	71	55	85	50	70	50	75	40
8	76	72	60	90	60	80	55	85	50
9	77	73	65	95	70	90	60	90	60
10	78	74	70	99	80	93	65	93	70
11	80	75	75	99	85	96	70	96	80

(11th level = maximum advancement of abilities.)

Table 1
Beastmaster Experience Levels

Experience points	Experience level	8-sided dice for accum. hit points	Level title
0-5,000	1	1	Handler
5,001-10,000	2	2	Breaker
10,001-16,000	3	3	Herdhand
16,001-28,000	4	4	Husbandman
28,001-50,000	5	5	Keeper
50,001-94,000	6	6	Ostler
94,001-160,000	7	7	Tamer
160,001-248,000	8	8	Trainer
248,001-392,000	9	9	Master
392,001-592,000	10	9 + 6	Wildrunner

250,000 experience points per level are needed for each additional level above the 10th. Beastmasters gain 6 hp per level after the 9th level.

Table 1 Berserkers

Experience level	Experience points	Level title	12-sided dice for accum. hit points	Armor class
1	0-3,000	Shieldbearer	1	10
2	3,001-6,000	Madman	2	9
3	6,001-12,000	Shieldbiter	3	8
4	12,001-24,000	Howler	4	7
5	24,001-48,000	Feyman	5	6
6	48,001-96,000	Rager	6	5
7	96,001-200,000	Hewer	7	4
8	200,001-400,000	Battlelord	8	3
9	400,001-800,000	Berserker	8 + 4	2
10	800,001-1,600,000	Berserker, 10th level	8 + 8	1
11	1,600,000-2,000,000	Berserker, 11th level	8 + 12	0
12	2,000,001-2,400,000	Berserker, 12th level	8 + 16	- 1

400,000 experience points per level are required for each additional level above 12th. Berserkers gain 4 hp per level after 12th.

PLAYERS
REFERENCE
SHEETS

ADVANCED
DUNGEONS & DRAGONS

Bounty Hunters

ADVANCED DUNGEONS & DRAGONS

PLAYERS REFERENCE SHEETS

Experience Points	Experience Level	8-Sided Dice For Accumulated Hit Points	Level Title
0-2,500	1	1	Seeker
2,501-5,000	2	2	Shadow
5,001-12,500	3	3	Trophyman
12,501-25,000	4	4	Hunter
25,001-50,000	5	5	Collector
50,001-100,000	6	6	Exterminator
100,001-175,000	7	7	Master Collector
175,001-300,000	8	8	Bounty Hunter
300,001-450,000	9	9	B. H., 9th level
450,001-600,000	10	10	B. H., 10th level
600,001-750,000	11	11	Master Hunter
750,001-900,000	12	12	Death Hunter
900,000+	13	13	Great Hunter

Cloistered clerics table

Experience level	Min. Int.	Min. Wis.	cl-sided dice for accumulated hit points	Level title
1	6	9	1	Novice
2	8	9	2	Ostiary
3	6	9	3	Brother
4	8	11	4	Father
5	8	11	5	Padre
6	10	13	6	Chaplain
7	11	14	7	Subdean
8	12	15	8	Dean
9	12	15	8+1	Prior or Abbot
10	13	16	8+2	Father Superior
11	14	17	8+3	Archimandrite

Experience Points	Exper. Level	8-Sided Dice for Accumulated Hit Points	Level Title
0-2,200	1	1	Searcher
2,201-4,500	2	2	Tracker
4,501-9,000	3	3	Trailer
9,001-15,000	4	4	Finder
15,001-23,000	5	5	Search Leader
23,001-41,000	6	6	Searcher Esquire
41,001-95,000	7	7	Searcher Lord
95,001-150,000	8	8	Hunter
150,001-260,000	9	9	Hunter Esquire
260,001-530,000	10	10	Hunter Lord
530,001-800,000	11	11	Bounty Hunter
800,001-1,100,000	12	11+1	B. H., 12th
1,100,001-1,400,000	13	11+2	B. H., 13th
1,400,001-1,700,000	14	11+3	B. H., 14th
1,700,001-2,000,000	15	11+4	B. H., 15th

300,000 experience points per level for each additional level above the 15th.

Bounty hunters gain 1 h.p. per level after the 11th.

Spells usable by class and level — cloistered clerics

Cleric level	1	2	3	4	5	6
1	—	—	—	—	—	—
2	1	—	—	—	—	—
3	2	1	—	—	—	—
4	3	2	1	—	—	—
5	4	3	2	—	—	—
6	4	3	3	1	—	—
7	4	4	3	2	—	—
8	4	4	4	3	1	—
9	4	4	4	4	2	—
10	4	4	4	4	3	—
11	4	4	4	4	4	1

Note: Cloistered clerics do not gain bonus spells for high wisdom.

Experience Points	Exper. Level	10-Sided Dice for Accumulated Hit Points	Level Title
0-2,250	1	1	Searcher
2,251-4,500	2	2	Trapper
4,501-10,000	3	3	Man-Tracker
10,001-20,000	4	4	Revenger
20,001-40,000	5	5	Hunter
40,001-90,000	6	6	Head Hunter
90,001-150,000	7	7	Bounty Hunter
150,001-225,000	8	8	Manhunter
225,001-325,000	9	9	Masterhunter
325,001-650,000	10	9+3	Hunter Lord

325,000 experience points per level for each additional level above the 10th.

Bounty Hunters gain 3 h.p. per level after the 9th.

BUREAUCRATS EXPERIENCE TABLE

Experience points	Experience level	4-sided dice for accumulated hit points	Level title
0 — 1,150	1	1 + 2	Clerk
1,151 — 3,250	2	1 + 4	Supervisor
3,251 — 5,350	3	1 + 6	Manager
5,351 — 8,450	4	1 + 8	Chief
8,451 — 12,550	5	2 + 8	Obstructionist
12,551 — 18,650	6	2 + 10	Official
18,651 — 26,750	7	2 + 12	Bureaucrat
26,751 — 38,850	8	2 + 14	Authority
38,851 — 54,950	9	3 + 14	Commissioner
54,951 — 75,050	10	4 + 14	Board Member
75,051 +	11	5 + 14	Chairman

BUREAUCRATS SPECIAL SKILLS TABLE

Level	Produce		Lose		
	trance	paperwork	Confuse	Captivate	
1	15%	22%	10%	04%	20%
2	19%	26%	14%	08%	24%
3	24%	31%	19%	13%	29%
4	30%	37%	25%	19%	35%
5	37%	44%	32%	26%	42%
6	45%	52%	40%	34%	50%
7	54%	58%	49%	44%	60%
8	64%	61%	59%	55%	70%
9	73%	63%	69%	66%	77%
10	80%	64%	79%	77%	83%
11	85%	65%	89%	88%	90%

Table 3
Experience Levels and Hit Dice

Experience points	Level	Hit dice (1d4)	Level title *
0-1,700	1	1+1	Apprentice
1,701-3,400	2	2+2	Hoaxer
3,4001-6,800	3	3+3	Cheat
6,801-13,500	4	4+4	Con man
13,501-28,000	5	5+5	Defrauder
28,001-58,000	6	6+6	Deluder
58,001-95,500	7	7+7	Deceiver
95,501-150,000	8	8+8	Sharper
150,001-205,500	9	9+9	Grifter
205,501-300,000	10	10+10	Swindler
300,001-525,000	11	10+11	Quack
525,001-750,000	12	10+12	Charlatan
750,001-975,000	13	10+13	Master Charlatan
975,001-1,200,000	14	10+14	Grand Charlatan
1,200,001 and up	15	10+15	Grand Master Charlatan

* Charlatans often use the level title appropriate to the level title of a magic-user one: to two levels higher than the charlatan. They only reveal their true title to those who know they are charlatans.

CAVALIERS (FIGHTERS) TABLE

Experience Points	Experience Level	10-sided Dice for Accumulated Hit Points		Level Title
		Points	Points	
(-1,500 — -501	0	1d4+1		Horseman)
(-501 — -1	0	2d4+ 1		Lancer)
0 — 2,500	1	1 +3 hp ¹		Armiger
2,501 — 5,000	2	2		Scutifer
5,001 — 10,000	3	3		Esquire
10,001 — 18,500	4	4		Knight Errant
18,501 — 37,000	5	5		Knight Bachelor
37,001 — 85,000	6	6		Knight
85,001 — 140,000	7	7		Grand Knight
140,001 — 220,000	8	8		Banneret
220,001 — 300,000	9	9		Chevalier
300,001 — 600,000	10	10		Cavalier
600,001 — 900,000	11	10+3		Cavalier, 11th ²
900,001 — 1,200,000	12	10+6		Cavalier, 12th ²

¹ — If qualification for 1st level required progression through two 0-level grades, then hit dice for 1st level are 3d4+1, but in all other cases 1d10+3 applies.

² — 300,000 exp. pts. per level beyond the 12th. At 13th level and above, level title is Cavalier Commander.

Level	Cantrips usable	Pick pockets	Move silently	Hide in shadows	Read languages	Potion mixing*	Special abilities
1	3	40%	10%	10%	—	46%	A,B
2	4	45%	15%	15%	—	50%	—
3	5	50%	21%	20%	—	53%	—
4	7	55%	27%	25%	20%	56%	—
5	8	60%	33%	31%	25%	59%	C
6	9	65%	40%	37%	30%	62%	—
7	11	70%	47%	43%	35%	65%	—
8	12	80%	55%	49%	40%	69%	D
9	13	90%	62%	56%	45%	73%	—
10	15	100%	70%	63%	50%	77%	E
11	17	105%	78%	70%	55%	81%	—
12	19	110%	86%	77%	60%	85%	—
13	21	115%	94%	85%	65%	90%	—
14	23	120%	97%	93%	70%	95%	—
15	25	125%	99%	99%	75%	99%	—

* Base chance for trick potions. The chance to create real potions is one-fifth of the base; the percentage chance to create non-lethal poisons is one-half the base chance (round down in both cases).

THE DUELIST

Experience Level Table

Experience points	Level	12-sided dice for accumulated hit points	Level title
0 — 2,500	1	1	Beginner
2,501 — 5,000	2	2	Brawler
5,001 — 10,000	3	3	Fencer
10,001 — 20,000	4	4	Challenger
20,001 — 40,000	5	5	Gladiator
40,001 — 80,000	6	6	Bladesman
80,001 — 160,000	7	7	Master Bladesman
160,001 — 320,000	8	8	Superior Duelist
320,001 — 640,000	9	9	Expert Duelist ¹
640,001 — 960,000	10	10	Fencingmaster ²
960,001 — 1,290,000	11	10+2	Fencingmaster, 11th
1,290,001 — 1,600,000	12	10+4	Fencingmaster, 12th
1,600,001 — 1,920,000	13	10+6	Fencingmaster, 13th
1,920,001 — 2,220,000	14	10+8	Fencingmaster, 14th
2,220,001 +	15	10+10	Grand Fencingmaster

¹ — Only duelists with 17+ dexterity can attain this level or higher.

² — Only duelists with 18 dexterity can attain this level or higher.

PLAYERS REFERENCE SHEETS

Dreamer Advancement and Abilities Table

Level	Cumulative XP (as sole class)	XP cost (as second class)	Abilities gained (weeks of training)
1	0	0	Lucid dreaming (0) and normal sleep (0)
2	500	500	Deep sleep (1) and light sleep (1)
3	1,500	1,000	Awareness sleep (2), detect mind (1), and empathic sleep (2)
4	4,000	2,500	Detect lie (2), feign death (2), and penetrate disguise (3)
5	9,000	5,000	Sleeper communication (3) and read alignment (2)
6	19,000	10,000	Lesser prophecy (3) and regenerative sleep (5)
7	44,000	25,000	Sleep control (1) and sleep suggestion (3)
8	94,000	50,000	Illusion (4), telepathy (3), and suggestion (3)
9	194,000	100,000	Mass suggestion (4) and projection (5)
10	294,000	100,000	Prophecy (special)

THE DEATH MASTER

Experience points	Level	4-sided dice for accumulated hit points	Level title
0 — 1,333	1	1+1	Grave Robber
1,334 — 2,666	2	2+2	Tomb Haunter
2,667 — 5,333	3	3+3	Necropolite
5,334 — 13,333	4	4+4	Skeleton Master
13,334 — 26,667	5	5+5	Zombie Master
26,667 — 53,333	6	6+6	Ghoul Master
53,334 — 113,333	7	7+7	Ghast Master
113,334 — 233,333	8	8+8	Shadow Master
233,334 — 466,667	9	9+9	Necromancer
466,668 — 933,333	10	10+10	Mummy Master
933,334 — 1,877,777	11	11+11	Ghost Master
1,877,778 — 3,333,333	12	12+12	Lich Master
3,333,334+	13	13+13	Death Master

Spells usable by level

Exp. Level	1	2	3	4	5	6
4	1					
5	2					
6	2	1				
7	2	1	1			
8	2	2	1	1		
9	2	2	2	2		
10	3	3	3	2		
11	3	3	3	3	1	
12	4	4	3	3	2	
13	4	4	4	4	3	1

HEALERS

Level & Title	Experience	Pts.	Hit Dice 8-sided	Spells & Level
1 Apprentice	0		1	1 - - - - -
2 Frosh	5000		2	1 - - - - -
3 Sophomore	10,000		3	1 1 1 - - -
4 Junior	15,000		4	2 1 1 1 - -
5 Senior	25,000		5	2 2 1 1 1 -
6 Intern	50,000		6	2 2 2 1 1 1
7 Resident	100,000		7	3 2 2 2 1 1
8 Senior Resident	200,000		8	3 3 2 2 2 1
9 Practitioner	300,000		9	3 3 3 2 2 2
10 Medic*	400,000		10	4 3 3 3 2 2
11 Doctor	500,000		10+1	4 4 3 3 3 2
12 Doctor, 12th	600,000		10+2	4 4 4 3 3 2
13 Doctor, 13th	700,000		10+3	5 4 4 4 3 3
14 Doctor, 14th**	800,000		10+4	5 5 4 4 4 3
15 Doctor, 15th	900,000		10+5	5 5 5 4 4 3
16 Doctor, 16th	1,000,000		10+6	6 5 5 5 4 4
17 Doctor, 17th	1,100,000		10+7	6 6 5 5 5 4
18 Doctor, 18th	1,200,000		10+8	6 6 6 5 5 4
19 Doctor, 19th	1,300,000		10+9	7 6 6 6 5 5
20 Doctor, 20th	1,400,000		10+10	7 7 6 6 6 5
21 Doctor, 21st	1,500,000		10+11	7 7 7 6 6 5
22 Doctor, 22nd	1,600,000		10+12	8 7 7 7 6 6
23 Doctor, 23rd	1,700,000		10+13	8 8 7 7 7 6
24 Doctor, 24th	1,800,000		10+14	8 8 8 7 7 6
25 Doctor, 25th	1,900,000		10+15	9 8 8 8 7 7

* Highest level for Dwarf.

** Highest level for Hobbit, Half-Elf or Elf.

THE ENTERTAINER CHARACTER CLASS GROUP

Dice for
accumulated
hit points

Level titles for:

Experience points	Level	(see text)	Jugglers	Acrobats	Troubadours ¹
0— 850	1	1d4	Stagehand	-----	-----
851 — 2,250	2	+1d4	Performer	-----	-----
2,251— 4,600	3	+1d6 or +1	Catcher	Balancer	Storyteller/Joker
4,601— 10,000	4	+1d6 or +1	Blade	Athlete	Rhymer/Player
10,001— 17,500	5	+1d6 or +1	Manipulator	Gymnast	Singer/Musician
17,501— 37,500	6	+1d8 or +1	Deluder	Trapezist	Poet/Clown
37,501— 75,000	7	+1d8 or +1	Deceiver	Aerialist	Actor/Mime
75,001—200,000	8	+1d8 or +1	Trickster	Tumbler	Star/Jester/Fool
200,001—400,000	9	+1d8	Juggler	Acrobat	Troubadour
400,001—600,000	10	+1d10	----- "double title" of Showman/Showwoman (for any sub-group) --		
600,001 +	11	+1d10	----- Entertainer (for any sub-group) -----		

¹ -A troubadour sometimes prefers to be more serious in his profession and thus will elect to be more of an actor than a comic. A choice of titles is thus provided for troubadours of a given level.

JESTER TABLE I

6-sided dice for

Experience points	Experience level	hit points	Level title
0—1,100	1	1d6	Wit
1,101—2,200	2	2	Comic
2,201—4,500	3	3	Clown
4,501—9,000	4	4	Buffoon
9,001—18,000	5	5	Joker
18,001—36,000	6	6	Trickster
36,001—64,000	7	7	Harlequin
64,001—100,000	8	8	Merryandrew
100,001—140,000	9	9	Jester
140,001—200,000	10	10	High Jester
200,001—400,000	11	10+2	High Jester (11th)
400,001—600,000	12	10+4	High Jester (12th)
600,001—800,000	13	10+6	High Jester (13th)
800,001—1,000,000	14	10+8	High Jester (14th)

200,000 experience points per level for each additional level beyond the 14th.
Jesters gain 2 hit points per level after the 10th.

JESTER TABLE II

Jester level	New languages	Climb walls	Pick pockets	Catch object	1	2	3	4	5	6	7	8
1	1	75%	--	81%	-	-	-	-	-	-	-	-
2	0	77%	--	82%	1	-	-	-	-	-	-	-
3	1	79%	30%	83%	2	-	-	-	-	-	-	-
4	0	81%	35%	84%	2	1	-	-	-	-	-	-
5	1	83%	40%	85%	3	2	-	-	-	-	-	-
6	0	85%	45%	86%	3	2	1	-	-	-	-	-
7	1	87%	50%	87%	4	3	2	-	-	-	-	-
8	0	89%	55%	88%	4	3	2	1	-	-	-	-
9	1	91%	60%	89%	4	4	3	2	-	-	-	-
10	0	92%	65%	90%	4	4	3	2	1	-	-	-
11	1	93%	70%	91%	4	4	4	3	2	-	-	-
12	0	94%	80%	92%	4	4	4	3	2	1	-	-
13	1	95%	90%	93%	4	4	4	4	3	2	-	-
14	0	96%	100%	94%	4	4	4	4	3	2	1	-
15	1	97%	105%	95%	4	4	4	4	4	3	2	-
16	0	98%	110%	96%	4	4	4	4	4	3	2	1
17	1	99%	115%	97%	4	4	4	4	4	4	3	2
18	0	99%	125%	98%	4	4	4	4	4	4	4	3
19	1	99%	125%	99%	4	4	4	4	4	4	4	4

ADVANCED DUNGEONS & DRAGONS

PLAYERS REFERENCE SHEETS

Hopeless character experience table

Experience Points	Level	2-Sided Die For Hit Pts.	Level Title
0 — 2,024	1	1	Klutz
2,025 — 4,076	2 *	1	Quack
4,077 — 7,351	3 *	1	Goof
7,352 — 16,395	4 *	1	Jerk
16,396 — 33,743	5 *	1	Blunderer
33,744 — 52,448	6 *	1	Fumbler
52,449 — 101,010	7 *	1	Maladroit
101,011 — 217,732	8 *	1	Public Hazard
217,733 — 575,949	9 *	1	Incompetent

THE IDIOT CLASS

LEVELS

Dummy =	0
Dope =	1001
Dolt =	2623
Dullard =	6157
Cluck =	9738
Klutz =	11,432
Cretin =	19,832
Weirdo +	30,876
Nut =	61,423
Fool =	88,749
Imbecile =	120,456
Idiot =	200,101

+200,001 additional points for each level above Idiot.

Chances of Confusing

Monster level	chance of confusing (at first level)
1	65%
2	55%
3	45%
4	35%
5	20%
6	10%
7	05%

Idiots raise levels and become more effective with higher level monsters but less effective with the lower level monsters. This can be attributed to the more refined idiocy that is accompanied by the more experience.

Chart comparing the Idiot level to chances of confusing —

		Idiot Level											
		1	2	3	4	5	6	7	8	9	10	11	12
ML	1												
oe	2	55%	57%	53%	51%	49%	47%	45%	43%	41%	39%	36%	31%
nv	3												
se	4	35%	37%	39%	41%	43%	45%	47%	45%	43%	41%	40%	39%
tl	5												
e	6	10%	12%	14%	16%	18%	20%	22%	24%	26%	28%	30%	32%
r	7												

MARINERS

EXPERIENCE TABLE

8-sided dice

Exp. for accum.

Experience points	level	hit	points	Level title
0 — 2,250	1	1		Sailor
2,251 — 4,500	2	2		Ship's mate
4,501 — 9,000	3	3		Sea dog
9,001 — 20,000	4	4		Seaman
20,001 — 40,000	5	5		Seafarer
40,001 — 75,000	6	6		Sea rover
75,001 — 150,000	7	7		Sea hawk
150,001 — 300,000	8	8		Ship master
300,001 — 575,000	9	9		Mariner
575,001 — 850,000	10	9+3		Mariner (10th level)
850,001 — 1,125,000	11	9+6		Mariner (11th level)

275,000 experience points are required to achieve each additional level above the 11th. Mariners gain 3 hp per level after the 9th level.

Alternate level titles may be substituted for mariners who are buccaneers or pirates, such as Corsair and Privateer. Certain titles such as first mate, navigator, lieutenant, and captain should be reserved for the positions typical of any ship.

MARINER SKILLS TABLE

Level of Mariner	Navigation/ Piloting	Predict Weather/ Sea Lore	Climb Ropes/ Ladders
1	65%	40%	80%
2	68%	45%	82%
3	71%	50%	84%
4	74%	55%	86%
5	77%	60%	88%
6	80%	65%	90%
7	83%	70%	92%
8	86%	75%	94%
9	89%	80%	96%
10	92%	85%	98%
11	95%	90%	99%
12	98%	93%	99.2%
13	101%	96%	99.4%
14	104%	97%	99.6%
15	107%	98%	99.7%
16+	110%	99%	99.8%

Note: When using the tables in the DMG, ignore the references to fires. Otherwise, as far as hull damage and repair time are concerned, they are applicable.

Table 2
Merchant Levels and Experience

Experience points	Level	Six-sided dice for accumulated hit points	Level title
0-1,500	1	1	Haggler
1,501-3,000	2	2	Bargainer
3,001-5,000	3	3	Hawker
5,001-10,000	4	4	Vendor
10,000-20,000	5	5	Entrepreneur
20,001-40,000	6	6	Trader
40,001-75,000	7	7	Master Trader
75,001-135,000	8	8	Merchant
135,001-220,000	9	9	Merchant Prince
220,001-440,000	10	9+1	M.P. (10th level)
440,001-660,000	11	9+2	M.P. (11th level)
660,001-880,000	12	9+3	M.P. (12th level)

220,000 experience points per level for each additional level beyond



Table 3
Spells Usable by Class and Level

Merchant level	C*	Spell level 1	Spell level 2
1	—	—	—
2	1	—	—
3	2	—	—
4	3	1	—
5	3	2	—
6	4	3	—
7	4	3	1
8	4	4	2
9	4	4	3
10**	4	4	4

* Magic-user cantrips.

** Maximum spell ability.

JOCKS TABLE 1: Experience points & levels

Experience points	Level	Dice for ac- cumulated HP	Level title
0 — 2,250	1	d12	Walker
2,251 — 4,500	2	+d12	Jogger
4,501 — 10,000	3	+d10	Runner
10,001 — 20,000	4	+d10	Athlete
20,001 — 40,000	5	+d8	Pro
40,001 — 80,000	6	+d8	Hero
80,001 — 140,000	7	+d6	Super Pro
140,001 — 250,000	8	+d6	Super Hero
250,001 — 500,000	9	+d4	Jock
500,001 — 750,000	10	+d4	Super Jock

250,000 experience points per level for each additional level beyond 10th. Jocks gain 2 HP per level after the 10th.

Psionicist

Table II: Experience levels, hit dice, and psionic abilities

Experience points	Level	No. HD	HD type	Level title	Ability factor	Modes Attack Defense	Disciplines Minor Major Grand
0—2,500	1	1	d10	Beginner	x 10	1 0	1 0 0
2,501—5,000	2	2	d8	Psychic	x 11	1 1	2 0 0
5,001—10,000	3	3	d8	Medium	x 12	2 1	3 0 0
10,001—15,000	4	4	d6	Adept	x 13	2 2	4 0 0
15,001—25,000	5	5	d6	Guide	x 14	3 2	4 1 0
25,001—50,000	6	6	d6	Sub-Warden	x 15	3 3	5 1 0
50,001—75,000	7	7	d4	Warden	x 16	4 3	5 2 0
75,001—100,000	8	8	d4	Trainer	x 17	4 4	6 2 0
100,001—125,000	9	9	d4	Director	x 18	5 4	6 3 0
125,001—150,000	10	10	d4	Sub-Master	x 19	5 5	7 3 0
150,001—300,000	11	11	d4	Master (name level)	x 20	5 5	7 4 0
300,001—450,000	12	11+1	—	Grand Master	x 21	5 5	7 4 1†
450,001—700,000	13	11+2	—	Grand Master (13th)	x 21	5 5	8 4 1
750,001—1,000,000	14	11+3	—	Grand Master (14th)	x 21	5 5	8 5 1
1,000,001—1,300,000	15	11+4	—	Grand Master (15th)	x 21	5 5	8 5 2
1,300,001—1,600,000	16	11+5	—	Grand Master (16th)	x 21	5 5	9 5 2
1,600,001—2,000,000	17	11+6	—	Grand Master (17th)	x 21	5 5	9 6 2
2,000,001—2,500,000	18	11+7	—	Grand Master (18th)	x 21	5 5	10 6 2
2,500,001—3,000,000	19	11+8	—	Grand Master (19th)	x 21	5 5	10 7 2
3,000,001+	20	11+9	—	Grand Master (20th)	x 21	5 5	10 7 3

† - IWC of 16 or higher needed to acquire any of the Grand Arts.

ADVANCED DUNGEONS & DRAGONS

PLAYERS REFERENCE SHEETS

Oracle Experience Table		4-sided Dice for	
Experience Points	Experience Level	Accumulated Hit Points	Level Title
0—2,250	1	1	Fortune Teller
2,251—4,500	2	2	Forecaster
4,501—9,000	3	3	Augurist
9,001—17,500	4	4	Anagogue
17,501—33,500	5	5	Clairvoyant
33,501—60,000	6	6	Sortiliger
60,001—110,000	7	7	Sannyasi
110,001—200,000	8	8	Medium
200,001—366,000	9	9	Pundit
360,001—630,000	10	10	Mahatma
630,001—1,000,000	11	11	Soothsayer
1,000,001—1,400,000	12	12	Seer
1,400,001—1,800,000	13	13	Low Prophet
1,800,001—2,200,000	14	14	High Prophet
2,200,001—2,700,000	15	15	Oracle
2,700,001+	16	16	Great Oracle

The Sage

Experience Level Table

Experience points	Expe- rience level	-sided dice for accumulated hit points	Level title
	1		
	2		
	3		
	4		
	5		
	6		
	7		
	8		
	9		
	10		
	11		
	12		
	13		
	14		
	15		
	16		
	17		
	18		
	19		

Spells usable by class and level, oracles:

Oracular Level	Spell level					
Level	1	2	3	4	5	6
1	1					
2	2					
3	2	1				
4	3	2				
5	3	3	1			
6	4	3	2			
7	4	4	2	1		
8	5	4	3	2		
9	5	5	3	2	1	
10	6	5	4	3	2	
11	6	6	4	3	2	
12	7	6	5	4	3	1
13	7	7	5	4	3	2
14	7	7	6	5	4	3
15	7	7	6	5	4	4
16	7	7	7	6	5	5

POLITICIANS EXPERIENCE TABLE

Experience points		4-sided dice for Experience accumulated hit		Level title
points	level	points		
0 — 1,200	1	1 + 2		Reliever
1,201 — 2,400	2	1 + 4		Party member
2,401 — 4,800	3	1 + 6		Speaker
4,801 — 9,600	4	1 + 8		Orator
9,601 — 20,000	5	2 + 8		Politician
20,001 — 60,000	6	2 + 11		Chairman
60,001 — 120,000	7	2 + 14		Leader
120,001 — 240,000	8	2 + 17		Vice-president
240,001 +	9	3 + 17		President

Politicians have a 7% chance per level to *detect lie* and an equal chance to successfully manage an *undetectable lie*, just as for the 4th level cleric spell of the same name.

SAMURAI EXPERIENCE TABLE

Experience Points	Experience Level	6-sided Dice for Accumulated Hit Points	Level Title
0-3,000	1	2	White belt
3,001-6,000	2	3	Yellow belt
6,001-15,000	3	4	Blue belt
15,001-30,000	4	5	Brown belt
30,001-55,000	5	6	Samurai (Black belt, 1st Dan)
55,001-110,000	6	7	Master Samurai (Black, 2nd Dan)
110,001-250,000	7	8	Ninja (Black, 3rd Dan)
250,001-450,000	8	9	Hatamoto (Black, 4th Dan)
450,001-900,000	9	10	Daimyo (Black, 5th Dan)
900,001-1,400,000	10	11	Tai-Pan (Black, 6th Dan)
1,400,001-2,000,000	11	12	Taiko (Black, 7th Dan)
2,000,001+	12	13	Shogun (Black belt, red sash)

Table 2
Savant Experience

Experience points	Experience level	Cleric	Level title: Magic-user
0-2,500	1	Novice	Student
2,501-5,000	2	Delver	Reader
5,001-10,000	3	Seeker	Searcher
10,001-25,000	4	Expositor	Tutor
25,001-50,000	5	Minister	Instructor
50,001-80,000	6	Inquisitor	Researcher
80,001-115,000	7	Adviser	Examiner
115,001-155,000	8	Theologian	Scholar
155,001-205,000	9	Oracle	Philosopher
205,001-280,000	10	Savant	Savant
280,001-380,000	11	Savant	Savant
380,001-500,000	12	Savant	Savant
500,001-650,000	13	Master Savant	Master Savant

200,000 experience points per level above 13th

SCRIBES TABLE I

Experience points	Experience level	4-sided dice for accumulated hit points	Level title
0—2,250			Clerk
2,251—4,500	2	2	Amanuensis
4,501—9,000	3	3	Chirographer
9,001—18,000	4	4	Illuminator
18,001—35,000	5	5	Scrivener
35,001—60,000	6	6	Cartographer
60,001—95,000	7	7	Scholar
95,001—145,000	8	8	Limner
145,001—220,000	9	9	Scribe
220,001—400,000	10	10	Master Scribe
400,001—600,000	11	10+3	Atlas
600,001—800,000	12	10+6	Higher Atlas

200,000 experience points per level of experience beyond 12th.

Scribes gain 3 hit points per level after the 10th.

Table 3
Savant Skills and Spells

Level	Read languages	Legend lore	Special abilities **	Spells gained (level and number)						
				1	2	3	4	5	6	7
1	30%	20%	A	1	—	—	—	—	—	—
2	35%	20%	B	1	—	—	—	—	—	—
3	35%	25%	C	2	—	—	—	—	—	—
4	40%	25%	B	2	—	—	—	—	—	—
5	40%	30%	A	2	1	—	—	—	—	—
6	45%	30%	B, C, D	2	1	—	—	—	—	—
7	45%	35%	—	2	1	1	—	—	—	—
8	50%	35%	B	2	2	1	—	—	—	—
9	50%	40%	A, C	3	2	1	—	—	—	—
10	55%	40%	B	3	2	1	1	—	—	—
11	55%	45%	—	3	2	2	1	—	—	—
12	60%	45%	B, C, D	4	3	2	1	—	—	—
13	60%	50%	A	4	3	2	1	1	—	—
14	65%	50%	B	4	3	2	2	1	—	—
15	65%	55%	C	4	3	2	2	1	—	—
16	70%	55%	B	4	3	2	2	2	1	—
17	70%	60%	A	4	3	3	2	2	2	—
18	75%	60%	B, C, D	4	3	3	3	2	2	1
19	75%	65%	—	4	4	3	3	3	2	2
20	80%	65%	B	4	4	4	3	3	3	2
21	80%	70%	A, C	4	4	4	4	3	3	3
22	85%	70%	B	4	4	4	4	4	3	3
23	85%	75%	—	4	4	4	4	4	4	3
24	90%	75%	B, C, D	4	4	4	4	4	4	4
25	90%	80%	A	5	5	4	4	4	4	4
26	95%	80%	B	5	5	5	5	4	4	4
27	95%	85%	C	5	5	5	5	5	4	4
28	99%	85%	B, D	5	5	5	5	5	5	4
29	99%	90%	A,	5	5	5	5	5	5	5

* For spells in addition to those of primary class.

** See "Explanation of special abilities" section for descriptions of these special abilities.

SMITHS TABLE 1

Exp. points	Exp. level	Level title
0—1,500	1	Prentice
1,501—3,000	2	Journeyman
3,001—6,000	3	Hammerman
6,001—9,000	4	Millman
9,001—15,000	5	Locksmith
15,001—21,000	6	Smith ("Truesmith")
21,001—33,000	7	Smith ("Shieldsmith")
33,001—45,000	8	Smith ("Finesmith")
45,001—69,000	9	Smith ("Swordsmith")
69,001—93,000	10	Master Smith
93,001—141,000	11	Armorer
141,001—189,000	12	Master Armorer

96,000 experience points per level for each additional level beyond the 12th.

ADVANCED DUNGEONS & DRAGONS

TIMELORDS

Exp. points	Exp. level	6-sided dice for hit	Level title	Chronal energy
0 — 2,000	1	1	Timeinitiate	1
2,001 — 4,000	2	2	Timeleader	3
4,001 — 8,000	3	3	Timechief	6
8,001 — 16,000	4	4	Timecommander	10
16,001 — 32,000	5	5	Timemaster	15
32,001 — 50,000	6	6	Timelord	21
50,001 — 100,000	7	7	Timephilosopher	28
100,001 — 250,000	8	8	Chronos	36
250,001 — 400,000	9	9	Chronos, 2nd	45
400,001 — 550,000	10	10	Chronos, 3rd	55
550,001 — 700,000	11	10+1	Chronos, 4th	66

150,000 experience points per level for each additional level beyond the 11th.

Timelords gain 1 h.p. per level, and additional chronal energy points equal to the new level number, for each level after the 11th.

PLAYERS REFERENCE SHEETS

THIEF-ACROBAT TABLE I

Experience points	Level	Level title
20,001 — 45,000	6	Burglar-Acrobat
45,001 — 75,000	7	Second-Story Thief
75,001 — 125,000	8	Cat Burglar
125,001 — 180,000	9	Master Cat Burglar
181,001 — 250,000	10	Thief-Acrobat
250,001 — 500,000	11	Master Thief-Acrobat
500,001 — 750,000	12	Master Thief-Acrobat (12th level)

250,000 experience points for every level beyond the 12th.

SENTINEL EXPERIENCE LEVELS AND SPECIAL ABILITIES

Experience points	Level	Hit die gained	Level title	Find secret doors	Bonus to detect invisible	Hear noise	Detect lie	Surprise	Find Traps, pits, etc.
0 — 1,750	1	d10	Observer	17%	1%	5%	25%	33%	5%
1,751 — 3,500	2	d10	Watchman	18%	2%	10%	30%	30%	7%
3,501 — 7,000	3	d10	Post Keeper	19%	3%	15%	35%	27%	9%
7,001 — 15,000	4	d10	Patroller	20%	4%	20%	40%	24%	11%
15,001 — 30,000	5	d8	Guard	22%	5%	25%	45%	21%	13%
30,001 — 65,000	6	d8	Sentry	24%	6%	30%	50%	18%	15%
65,001 — 140,000	7	d8	Guard Captain	26%	7%	35%	55%	15%	18%
140,001 — 295,000	8	d8	Guard Master	28%	8%	40%	60%	12%	21%
295,001 — 455,000	9	d6	Gate Keeper	31%	9%	45%	65%	9%	24%
455,001 — 635,000	10	d6	Gate Master	34%	10%	50%	70%	6%	27%
635,001 — 865,000	11	d6	Guard Superior	37%	11%	55%	75%	3%	30%
865,001 — 1,150,000	12	d6	Elite Guard	40%	12%	60%	81%	3%	33%
1,150,001 — 1,485,000	13	d4	Elite Guard, 13th	43%	13%	65%	87%	3%	37%
1,485,001 — 1,870,000	14	d4	Elite Guard, 14th	46%	14%	70%	93%	3%	41%
1,870,011 +	15	d4	Sentinel	50%	15%	75%	99%	3%	45%

WITCHES EXPERIENCE TABLE

Experience points	Experience level	4-sided dice for accum. hit points	Spells usable by level										Level title	Special ability gained
			1	2	3	4	5	6	7	8	HSO			
0-2,500	1	1	1	-	-	-	-	-	-	-	-	-	Medium	None
2,501-5,000	2	2	2	-	-	-	-	-	-	-	-	-	Soothsayer	None
5,001-10,000	3	3	2	1	-	-	-	-	-	-	-	-	Spiritualist	Brew poisons and narcotics
10,001-20,000	4	4	3	2	-	-	-	-	-	-	-	-	Sybil	Brew truth drug
20,001-35,000	5	5	4	2	1	-	-	-	-	-	-	-	Siren	Brew love potion
35,001-50,000	6	6	4	3	2	-	-	-	-	-	-	-	Conjuress	Manufacture potions and scrolls
50,001-75,000	7	7	5	3	2	1	-	-	-	-	-	-	Mystic	Candle magic
75,001-100,000	8	8	5	4	3	2	-	-	-	-	-	-	Seeress	None
100,001-200,000	9	9	5	5	3	2	1	-	-	-	-	-	Enchantress	Use all magical scrolls
200,001-350,000	10	10	5	5	4	3	1	-	-	-	1	-	Sorceress	Acquire familiar
350,001-600,000	11	11	6	5	4	3	2	-	-	-	1	-	Witch	None
600,001-900,000	12	11+1	6	6	5	3	2	1	-	-	1	-	Topaz Witch	Manufacture magical items
(300,000 xp per level for each additional beyond 12th)	13	11+2	6	6	6	4	3	1	-	-	2	-	Sapphire Witch	Brew flying ointment
	14	11+3	6	6	6	5	3	2	1	-	2	-	Ruby Witch	None
	15	11+4	6	6	6	6	4	3	1	-	2	-	Emerald Witch	Manufacture control doll
	16	11+5	6	6	6	6	5	3	2	1	3	-	Diamond Witch	Manufacture permanent magical items
	17	11+6	6	6	6	6	5	4	3	2	3	-	Witch Mother	Fascination
	18	11+7	6	6	6	6	6	4	3	3	3	-	Priestess	None
	19	11+8	6	6	6	6	6	5	4	4	4	-	High Priestess	None
	20	11+9	7	6	6	6	6	6	6	5	4	-	Eternal Priestess	Longevity
	21	11+10	7	7	7	7	6	6	6	6	4	-	Princess of Witches	Limited wish
	22	11+11	7	7	7	7	7	7	7	7	5	-	Queen of Witches	Shape change

~Fin~

Should you choose to print and bind your own copy(ies) for personal use, these spine labels and suggestions are here presented.

Suggested:

Spine p187: Plain or gloss full sheet label.

Inner Covers: p188-189

Outer Covers: 190-191

For all four, try ~70lb (hvy) dbl-side gloss

Pages 1-186: 32lb plain is pro, 20lb = flimsy.

or try these alternate pages and paper

Pages 1-2, 161-166: Try 32lb dbl-side gloss!

----- cut along dotted line -----



----- cut along dotted line -----









NO MORE SEARCHING
THROUGH STACKS OF BOOKS
AND MAGAZINES TO FIND OUT WHAT
YOU NEED TO KNOW.
THE BOOK OF FINITE SPELLS
PUTS IT ALL AT YOUR FINGERTIPS, INCLUDING:

ALL RECOMMENDED CHARACTER SPELLS
CLERIC, DRUID, MAGIC-USER, ILLUSIONIST

NPC SPELL BOOKS
DRAWMIJ, MORDENKAINEN, TENSER, BIGBY, ETC.

CHARACTER SPELL CHARTS

COMPONENT LISTS WITH COSTS

PH, UA, DMG ALONG WITH GA & THE DRAGON, ALL
COMPILED UNDER ONE COVER FOR THE FIRST TIME.

AS A DUNGEON ADVENTURER OR A DUNGEON
MASTER, YOU WILL FIND THE CONTENTS
OF THIS BOOK TO BE WHAT YOU HAVE
BEEN WAITING FOR.
ALL USEFUL MATERIAL
IS NOW COMPILED UNDER
ONE COVER, ESPECIALLY
FOR PLAYERS!

Layout &
Design by
PhantForce

FOR USE WITH
ADVANCED
D & D

BOOK OF FINITE SPELLS

644 1
SHARP SMART
KEY
00 00.00

COMPILED INFORMATION FOR PLAYERS AND DUNGEON MASTERS

By
Gary Gygax

